



Pleasant Hill Baseball / Softball Association  
**ANNUAL FAST PITCH TOURNAMENT**  
July 16-18, 2010

**Tournament Rules 10-16U**

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1. **Rules of Play.** American Softball Association (ASA) *2010 Official Rules of Softball* apply to this Invitational tournament.
2. **Home Team.** The team listed first, or shown above in a bracket, will occupy the third base dugout, unless one team is continuing play in back-to-back games.
3. **Pregame.** Provide opposing team and umpire with your lineup ten minutes before game time. Umpire's coin flip will determine home team. Game time is forfeit time, with no grace period. High seed will be the home team on Sunday.
4. **Post game.** Each team is responsible for cleaning up its dugout and spectator area, as a courtesy to the next team.
5. **Score-keeping.** The home team shall provide a scorekeeper for the official scorebook, and shall submit a completed score sheet immediately following the game to the Snack Shack.
6. **Run-Ahead Rule:** ASA Rule 5, Section 9 applies for all games: 15 runs ahead after 3 complete innings 12 after 4 or 8 runs ahead after 5 innings.
7. **Extra player:** Up to two extra players may be listed in the batting order and may play any defensive position throughout the game. They will be listed in the lineup as an EP. They must remain in the same spot in the batting order throughout the game. This will allow each team to bat 11 players if they wish.
8. **10 and under:** May use 10 defensive players with a 4 outfielder alignment. 5 runs max per inning thru the first 4 innings can be scored, unlimited thereafter.
9. **Game Time Limit.** For Pool Play (Saturday) games, no new inning may begin after 1 hour and 10 minutes. **Drop Dead after 80 Minutes. Score reverts back to the previous inning.** Time begins with the game's first pitch. For the purpose of this rule, a new inning begins immediately following the third out of the home team's at-bat. Exception: CHAMPIONSHIP GAME WILL PLAY TO COMPLETION OF 7 INNINGS or in the event of a tie after 7 complete innings, until a winner is disclosed. Run-Ahead Rule still applies.
10. **Tie-Breaker Rules.** If a Pool Play (Saturday) game results in a tie score, it shall be recorded as a tie for each team. During Elimination Play (Sunday), games will be played until won. If the score is tied at the end of regulation play, then the International Tie-Breaker Rule (ASA Rule 5, Article 11) will apply thereafter.

11. **Protests.** Valid protests will be resolved immediately by the umpires after consulting printed rules. If necessary, the final decision shall be by the Tournament Director. If the game is time-limited, the game clock shall pause until the protest is resolved.
  
12. **Tie-Breaker for Pool Play.** Should two or more teams finish Pool Play with identical records, order of finish will be determined by: (a) head-to-head competition; (b) fewest runs allowed; (c) most runs scored; then (d) coin flip.