



## **Tournament Rules**

### **18<sup>th</sup> Annual First Responders Cup Tournament**

**Arlington, Virginia**

**(Sept 7 - 8, 2019)**

All Current ASA Rules are in effect, with the following clarifications, exceptions and additions:

1. Teams must be prepared **TO PLAY THIRTY (30) MINUTES** prior to the scheduled start time of a game. There will be no infield taken between games.
2. Pitching: Distances - 12U will be 40 feet; 14U 16U & 18U will be 43 feet.
3. Extra Hitters (EH) – Extra Hitters will be permitted. Each team may bat everyone on their roster. If EH's are used and they are not available to bat an "OUT" will be accessed in that batting slot. The batting order must remain constant; however, any 9 of the players can take a defensive position throughout the game.
4. A team may start the game with a minimum of 8 players. However an out will be declared when the 9th position in the lineup is scheduled to bat. A team may add additional players **ONLY** to the bottom of the batting order any time before the 1<sup>st</sup> batter in the line-up receives a pitch in their second at bat of the game. Any team that starts a game with 9 or more players may drop to the minimum of 8 players to finish the game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 8 players or having dropped to less than 9 players.
5. Forfeit time is game time; however, the tournament director's discretion may be used if unique circumstances warrant otherwise.
6. For pool play the winner of a coin toss prior to the start of a game will have choice of being home or visitors. For championship bracket play the higher seeded team will have choice of being home or visitors, if both teams are equal in seeding a coin toss will take place. Home team scorekeeper will be the official scorekeeper and must record starting time in the scorebook. The clock begins immediately from the time that the pre-game conference ends.
7. The official game will be seven innings. No new inning will be started after 1 hr 15 minutes. **The game will be terminated at 1 hr 30 minutes.** If the game is terminated the score will revert to the last completed inning. (NOTE: For the 12U, 14U, 16U and 18U championship games, there will be no time limit.)
8. All games will be subject to the Run Ahead Rule of 8 runs after 5, 10 runs after 4 and 12 runs after 3 innings of play.
9. International Tie Breaker (ITB) will only be used if the game ends in a tie and there is time remaining for a new inning. Games ending in a tie during pool play will be recorded as such. In the single elimination bracket games if a game is tied after 7 innings or the time has expired, each additional inning will be played using the International Tie Breaker. A winner must be determined in single elimination bracket play.
10. A game is considered "officially completed" if; the game is suspended after at least 3 innings (2-1/2 if the home team is ahead).

11. All tournament games will be non-protest; the decision of the umpires will be final. The umpires may consult with the Umpire in Chief and/or the Tournament Director, or his designated replacement, as requested and/or required.
12. A courtesy runner is allowed for the catcher and pitcher at any time. The courtesy runner must be a player not in the game. If every player on a team's roster is batting the courtesy runner will be the last batter that was out.
13. The winner of each game must report the score to the Tournament Director's table at Barcroft Park or Virginia Highland Fields immediately at the conclusion of all games.
14. All teams advance to single elimination bracket play on Sunday. When advancing teams from pool play into bracket play, seeding is determined by most points accumulated: Winners of each pool play game will receive two points. Losers of each pool play will receive 0 points. If the game is tied at the end of 7 innings or at the time limit each team will receive 1 point. To break point ties, the following are used in order:
  - 1) Head-to-head;
  - 2) Least runs allowed in Pool Play;
  - 3) Most runs scored in Pool Play;
  - 4) Coin toss.

A forfeit will count as a win in the won-lost record, but will not count toward computing the least runs allowed or most runs scored tiebreakers. Tiebreakers are done independently of one another. For example, in a 3-way tie where everyone has 3 points, the "least runs" tiebreaker would then be used to determine the top team. To then determine the second team, we will go back to using head-to-head between those two remaining teams.

15. In the event of inclement weather or any other conditions that impede the normal progress of the tournament, the director has the authority to change the tournament format in order to achieve the maximum number of games played or to declare an order of finish. If the tournament is unable to finish, then the following will be used to break ties among teams in the same position in the bracket.
  - 1) The team which advanced farthest in the championship bracket
  - 2) Head to head
  - 3) Win-loss record, except among undefeated teams
  - 4) Least runs allowed per game played
  - 5) Most runs scored per game played
  - 6) Coin toss

Note: Games that have not been played to a full completion do not count toward any of the tiebreakers listed above.

16. All Players, Coaches and other on-field support personnel must complete a Tournament Waiver and Permission Form. As such a player's name may only be on one team's roster and that player must only play with the team where their name resides on a roster. NOTE: Any player, coach or other on-field support personnel found to have participated in the a game without a signed Tournament Waiver and Permission Form will be deemed ineligible for future games during the tournament and the Team Manager will be held liable for all potential injury claims from said player, coach or other on-field support personnel.
17. Team managers are responsible for the conduct of themselves, coaches, team spectators and players.