

## Kreidel-Beckham Memorial Tournament Rules

Thank you for your participation in the Kreidel-Beckham Tournament. Below are the tournament rules. We will utilize USA/ASA rules for this tournament. *Please read all carefully.*

This tournament is set up as pool play on Saturday. Teams are entered into a single elimination brackets based on pool play outcome which will start on Sunday. Depending on the number of teams in each age bracket, it is possible there can be a 1<sup>st</sup> round bye to establish brackets. All teams will play at least one game on Sunday.

### COACHES/ADMINISTRATIVE/CONDUCT:

1. Teams must sign in at the tournament check-in table before the start of their 1<sup>st</sup> game. We will NOT provide paper packets. All information for coaches will be found online. Coaches must submit completed rosters with players' names and birthdates. There are multiple ways to submit your roster;
    - 1.1.1. upload your roster online using the Irish system,
    - 1.1.2. enter your roster online manually, or by inviting your players to your team roster,
    - 1.1.3. email your completed roster, or
    - 1.1.4. submit your printed roster to the tournament desk prior to your first game.
  - 1.2. Please have copies of birth certificates available should there be a challenge from an opposing coach. Failure to provide proof of age, or any other player ineligible for any other reason, shall eliminate player in question. Any game in which that player participated in will be a forfeit. If the team has completed any game with an ineligible player, the coach will be ejected for unsportsmanlike conduct for the balance of the tournament. Only a coach or tournament staff may challenge the validity of a team roster.
  - 1.3. Team insurance must be shown, but will not be collected.
2. All coaches, by participation in the plate conference at each game, agree that all equipment used by their team complies with the rules and assumes ALL liability of use of illegal equipment by his/her team members. Any bat with the ASA/USA Softball stamp, or USSSA Softball stamp is authorized.
  3. Only **Head Coaches** may consult with the umpires. Failure of a non-manager to remove themselves from any discussion after being warned will result in ejected from the tournament and subjects the Head Coach to possible ejection or restriction.
    - 3.1. **Any person exhibiting poor sportsmanship or abusive behavior to players, officials (including staff and umpires), or ANY other person will be removed from the event with no return privileges for the balance of the event as well as liable for criminal charges if applicable.**
    - 3.2. Head coaches are responsible for actions of players, fans and assistant coaches. Head Coach will be warned to curb improper behavior and failure to do so will result in his/her ejection.
    - 3.3. Smoking, tobacco, or alcohol use on the field, in the dugouts, or around the fields is prohibited.
  4. Unless authorized by the respective city or park ownership, alcoholic beverages are not permitted to be consumed or displayed at the facilities, including parking areas. Persons found in violation are subject to removal for the balance of the tournament and any applicable State or Local laws. Parking areas may be subject to routine police patrols to ensure adherence to local laws, provide safety, and aid security of facilities. However, vehicle owners ultimately park at their own risk.
  5. All facilities have rules pertaining to pets, grills, smoking and use of the facilities. The Tournament Director does not have the authority to make changes, grant waivers or alter these requirements. It is the Coaches, parents and fans responsibility to know and adhere to facility rules.
    - 5.1. Pets are allowed as long as they are on a leash.

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6. Game results must be reported to the Tournament Headquarters immediately following the completion of your game. Coaches must submit scores via text to **(419) 540-2136**. Delays in receiving the results of the game will result in delays in posting brackets.
7. Teams playing an extra pool game (if necessary) will not have the runs scored or allowed, nor the win/loss counted toward their seeding. If playing an extra game, the last game listed on the schedule for the team playing the extra game will be the game that does not count.
8. The tournament reserves the right to change the schedule as needed. Any changes will be sent via the online tournament system. Coaches are to be responsible to check their email and/or text messages for any changes. If a coach has opted “out” of the text messaging system, there may be delays in notifications.
  - 8.1. All schedules and updates will be found on our website.
9. Refund Policy: There is no refund for withdraw within 30 days of the tournament start date. In the event weather impacts our tournament the refund policy will be as follows: 3+ games played = no refund. 2 or 1 game played = \$150 refund. 0 games played will be fully refunded minus unrecoverable costs (any facility costs that have to be paid, any umpires that must be paid, etc...).
10. Awards will be presented to the Champions and Runners up in each age bracket. Players on the championship and runner up teams will also receive individual awards. Home run ribbons, perfect game ribbons, and no-hitter ribbons will be presented as earned. If a player hits a home run, throws a perfect game or a no hitter, they should report to the tournament HQ to receive their ribbon. Or alternatively, the coach can collect the ribbons for his/her players.

### GENERAL GAME RULES:

1. All USA/ASA rules apply, unless specified otherwise.
2. Pitching Distance: 8U - 30', 10U - 35', 12U - 40', 14U and above - 43'.
3. LINE UPS & CARDS.
  - 3.1. Line up cards **should** be submitted to the home plate umpire prior to the start of the game.
  - 3.2. Teams are permitted to bat their entire roster. If you are batting all your players, you are allowed free defensive substitutions and may use last batted out as a courtesy runner. If a team bats its entire lineup and an injury occurs, an out will **NOT** occur when that batter's spot comes up, as long as the team doesn't fall below 9 batters in its line up.
  - 3.3. If a team has any substitutes on a lineup card, the substitutes are to be used as a courtesy runner instead of the last batted out. An alternative to 4.2, teams may instead choose to bat 9, or utilize the DP/Flex. In this case, courtesy runners **MUST** be a substitute not already entered into the game, if there is a substitute listed. Standard substitution rules apply.
  - 3.4. In either case, courtesy runners may run for a pitcher or for a catcher but may not run for both in the same inning.
  - 3.5. Players may **NOT** be added to the line up card after it is accepted as official by the umpire or after lineup cards have been exchanged between coaches.
4. Mercy rules for all games, both pool play and bracket play are 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.
5. A team not on the field ready to play at game time forfeits that game unless granted an extension by the tournament director for good cause. Forfeited games will be scored 7-0 for the winner. Teams must be at

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the field and ready to play 5 minutes prior to the scheduled start time. Games will start early if possible.

6. If an official protest is to be filed, the umpire and the official scorer must be notified before the next pitch (play). *Current game situation, strike count, base runner positions, and game time must be recorded by the home book.* Play will then resume under protest. The protesting team must immediately send a team representative to the Tournament Director. Failure to take these actions immediately will result in the protest being overruled. If all steps were followed, the Tournament Director will rule on the protest.
  - 6.1. If the protest is granted, play will cease and the game will be resumed from the point of the protested call.
  - 6.2. If the protest overruled, play will continue at its current spot.
  - 6.3. A \$100.00 fee will be collected in advance of any decision. The fee is refundable if a ruling is made in favor of the protest.
7. Speed up the game: To speed up the game and allow for maximum play during the reduced time frame, the following additions will be made:
  - 7.1. Pitchers will get 5 warm up pitches for the first inning, 1 warm up pitch for all remaining innings. New pitchers to the game will get 5 warm up pitches.
  - 7.2. Mounds visits will be kept short and enforced by the umpire. 30 seconds is the goal.
  - 7.3. Hitters must keep one foot in the box at all times while taking the signs.
8. ~~8U ONLY RULES—applies to both pool play and bracket play~~
  - 8.1. ~~No infield fly rule.~~
  - 8.2. ~~No dropped 3rd strike rule.~~
  - 8.3. ~~No stealing. This includes pass ball, delay steal, and straight steal.~~
  - 8.4. ~~No bunting when/if there is coach pitch.~~
  - 8.5. ~~4 balls on a batter and then the batter's coach pitches the remaining strikes. All pitches thrown by the coach are strikes.~~
  - 8.6. ~~There is a limit of two bases a runner may advance on an overthrow if the overthrow stays in bounds. (Example, a batted ball to the shortstop. She throws to 2B in an attempt to throw out runner A, but she overthrows the ball and it rolls to the outfield fence. Runners may advance a total of 2 bases each).~~
  - 8.7. ~~Base runners must be at halfway line between bases when the ball is in the pitcher circle to be able to advance to the next base, or they must return to the last base touched.~~
  - 8.8. ~~6 run rule per inning. A team may tie and then score an additional 5 runs. Example, Team A is ahead 5-4 and is at bat. They may tie the score, then score an additional five runs for a total of 6. Team B comes up to bat and is down by 5. They may score 5, tie the game, then score an additional 5 runs. If a team comes to bat and has the lead, they may score a maximum of 6 runs.~~
  - 8.9. ~~Runners may lead off on the release of the ball by the pitcher.~~
  - 8.10. ~~If pitchers are struggling to pitch strikes, she does not have to pitch 4 balls for the coach to come in and pitch. This to help keep the game moving.~~
9. Schedule Overview: Schedule and format may be modified by the director to accommodate for the number of teams in the tournament, for weather, or for other circumstances that may arise.

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### POOL PLAY SPECIFIC RULES: Kreidel-Beckham Memorial Tournament

1. One hour and fifteen minute time limit per game, or 7 innings. No inning shall start after time limit has expired, complete the current inning. The new inning starts when the final out of the previous inning occurs. Games may end in a tie.
2. Coin flip shall determine home team. Home team book is official.
3. Seeding for championship play is determined by pool play points earned. Points are earned by:
  - 3.1. Win = 2 points
  - 3.2. Tie = 1 point
  - 3.3. Loss = 0 pointsIf teams have the same pool play points, the higher seed will be determined as follows:
  - 3.4. Total runs allowed
  - 3.5. Total runs scored
  - 3.6. Coin flip

### CHAMPIONSHIP (BRACKET PLAY) SPECIFIC RULES: Kreidel-Beckham Memorial Tournament

1. One hour and fifteen minute time limit per game, or 7 innings. No inning shall start after time limit has expired, complete the current inning. The new inning starts when the final out of the previous inning occurs. Games **MUST** end with a winner. If tied at the end of 7 innings or at the end of the time limit, International Tie Breaker (ITB) rules will be in effect, until a winner is determined.
2. Higher seeded team shall be the home team. Home team book is official.

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For Kreidel-Beckham Memorial Tournament questions, contact  
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(419) 540-2136  
<https://nwoladyirish.com/our-tournaments>

