

Winter Slam College Showcase Tournament Rules

Thank you for your participation in the Winter Slam College Showcase. Below are the tournament rules. We will utilize modified ASA/USA rules for this tournament. *Please read all carefully.*

This tournament is set up for each team to play two (2) games on Saturday and two (2) games on Sunday.

COACHES/ADMINISTRATIVE/CONDUCT:

1. Teams do not need to sign in at the tournament check-in table before the start of their 1st game, provided they have submitted their roster and insurance via email (tournaments@nwoladyirish.com). We will NOT provide paper packets. All information for coaches will be found online. We will provide **3 coaches passes** per team. Coaches must submit the 3 coaches names during registration to receive a pass. Coaches must have completed rosters with players' names and birthdates. Please have copies of birth certificates available should there be a challenge from an opposing coach. Failure to provide proof of age shall eliminate player in question. Team insurance must be shown, but will not be collected. We will accept any roster form and any insurance.
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.
 - 2.1. 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 ejection from the tournament and subjects the Head Coach to possible ejection or restriction.
 - 3.1. Any persons exhibiting poor sportsmanship or abusive behavior to players, officials, 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, **sun flower seeds**, or alcohol use on the field, in the dugouts, or around the fields is prohibited. **NONE ALLOWED IN THE DOME AT ALL.** (TOCA Does sell alcohol to spectators, which is acceptable. Please do not bring into the dugouts or on the field)
4. 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. No pets allowed in the dome.
5. Game results must be reported to the Tournament Headquarters immediately following the completion of your game. Text the score, including both team names to **(419) 540-2136**. Scores recorded at the tournament headquarters will be final when the tournament director leaves at the end of each day. No changes may be made after the tournament director leaves. Scores will be viewable live, as games are completed. Check the online scores to verify correct entry was made by the TD.
6. ~~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.~~

7. 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.
 - 7.1. All coaches should verify they have access to TourneyMachine, and have opted-in to messages from the tournament. This will be the most expedient method to receive game, schedule, and other tournament updates.
8. Refund Policy: There is no refund for withdraw within 30 days of the tournament start date. Withdraws more than 30 days prior to tournament start date will be minus a \$75 deposit. Weather will not impact the tournament start day or time.

GENERAL GAME RULES:

1. All ASA/USA rules apply, unless specified otherwise.
2. Pitching Distance: 10U - 35'; 12U - 40'; 14U and above - 43'.
3. **NO Metal cleats are permitted in the dome.**
4. LINE UPS & CARDS.
 - 4.1. Line up cards **are not necessary.**
 - 4.2. 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.
 - 4.3. Any substitutes on a lineup card are to be used as a courtesy runner. If a team has a substitute listed on the line up card, they **MUST** be used as the courtesy runner, if a courtesy runner is being used - no exception. 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 (unless there are no substitutes listed on the lineup card). Standard substitution rules apply.
 - 4.4. In either case, courtesy runners may run for a pitcher or for a catcher but may not run for both in the same inning.
 - 4.5. Players may **NOT** be added to the line up card after it is accepted as official by the umpire.
 - 4.6. ***If a college coach is present and wishes to see a specific batter, this batter may bat out of order or repeat an at bat. This announcement must be made to the opposing team and the home plate umpire prior to the at bat. Again, this may only happen at the specific request of a college coach present at the facility.***
5. Mercy rules for all games are 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. **Teams may elect to complete a game in a mercy status but the game must end at the scheduled time.**
6. 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.
7. 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 denied. If all steps were followed, the Tournament Director will rule on the protest.
 - 7.1. If the protest is granted, play will cease and the game will be resumed from the point of the protested call.

- 7.2. If the protest overruled, play will continue at its current spot.
 - 7.3. A \$100.00 non-refundable fee will be collected in advance of any decision.
 - 7.4. Protests will only be entertained for rules interpretations - no judgement calls.
8. All balls hitting the roof of the dome, or any other overhead obstruction, will be a dead ball, foul ball.
EXCEPTION: A ball hits the roof of the dome, continues on and falls to the ground beyond the home run fence - this will be a HOME RUN!
 9. 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:
 - 9.1. Pitchers will get 3 warm up pitches for the first inning, 1 warm up pitch for all remaining innings. New pitchers to the game will get 3 warm up pitches.
 - 9.2. Mounds visits will be kept short and enforced by the umpire. 30 seconds is the goal.
 - 9.3. Hitters must keep one foot in the box at all times while taking the signs.
 - 9.4. **Umpires have the discretion to determine if a team is intentionally stalling. If it is determined that an offensive team is intentionally stalling, a strike may be awarded to the batter. If it is determined that a defensive team is intentionally stalling, a ball may be awarded to the batter. These penalties may be repeated, at the umpires discretion, for continued stalling tactics. We are all here to play the game with class and sportsmanship. Stalling is a technique used frequently in time limit games, but with the very short time limits on indoor tournaments, we're asking that you DO NOT implement this strategy. Just play the game.**
 10. There are only 5 minutes scheduled between games. NO on-field pre or post game huddles. Please conduct handshakes, and exit the field and dugout areas immediately at the end of the game. We are relying heavily on coaches and umpires to expedite the transition between games. There are a couple of occasions where a team has to switch fields to play the next game back-to-back. We will be patient while trying to hurry!
 11. As with most indoor tournaments, there will be limited warm-up space. Please exercise extreme sportsmanship while sharing warm-up space available. We have ~200' outfield fencing. It is strongly encouraged for spectators to watch from the outfield fence. Dugouts will be screened for player safety. Incoming teams can stage equipment at the end of the dugout for easy and quick transition for the next game. Please talk to your players and help us keep the schedule on track. **Do not hit balls into the side of the dome.**
 12. ***Any fan, parent, player, coach or other spectator found **pushing down the fencing** will be ejected from the facility with no refund, no return allowed. The coach for the team involved will also receive their first official warning. **Second game warning for any reason will result in ejection from the tournament.** The fences are both a safety factor as well as giving the girls a home run goal. Pushing down the fencing for spectators to improve their view not only damages the fences and lowers the home run mark, but could increase the number of balls exiting the field of play which could be a danger to spectators.***

GAME PLAY SPECIFIC RULES: Winter Slam College Showcase

1. To help synchronize the schedule and help keep everything moving efficiently, **games will start at their scheduled time**. A horn will sound at the beginning of the game and at the end of the scheduled time.
2. One hour and twenty (1:20) minute time limit per game, drop dead, or 7 innings. Games may end in a tie.
3. If the inning is not complete at the end of the time, the following revert back rules will apply.
 - 3.1.1. If the VISITING TEAM **is batting** in the top half of the inning, the score will revert to the score of the last completed inning. Runs scored in the top half will not count in the final reported score.
 - 3.1.2. If the HOME TEAM is batting and **has taken the lead or tied the game during their current at bat**, the game will end with the current score when time expired.
 - 3.1.3. If the HOME TEAM is batting and is **trailing in the game**, the score will revert to the last completed inning. (No runs scored by either team in this scenario will count in the reported final score)
4. Coin flip shall determine home team. Home team book is official. Coaches must present line-up cards to the plate umpire.
5. Final standings will be determined by points. Points are earned by:
 - 5.1. Win = 2 points
 - 5.2. Tie = 1 point
 - 5.3. Loss = 0 pointsIf teams have the same pool play points, the higher seed will be determined as follows:
 - 5.4. Head to head
 - 5.5. Total runs allowed
 - 5.6. Total runs scored
 - 5.7. Coin flip
6. There is no bracket play. Results are determined by record at the completion of each team's 4 games.

For Winter Slam College Showcase tournament questions, contact

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<https://nwoladyirish.com/our-tournaments>

