Indoor Tournament Rules

Thank you for your participation, below are the rules.
We will utilize ASA/USA rules for this tournament, with a few modifications. *Please read all carefully.*

This tournament is set up for each team to play 2 pool games. Teams are then entered into single elimination brackets based on pool play outcome. Depending on the number of teams in each age bracket, it is possible there can be a 1st round bye to establish brackets. There may be layered divisions within an age group for bracket play (ex: Platinum bracket, gold bracket, etc…)

COACHES/ADMINISTRATIVE/CONDUCT:

1. Teams must sign in at the tournament check-in table before the start of their 1st game. We will NOT provide paper packets. **All information for coaches and spectators will be found online**. We will provide 3 coach's passes per team. If you email your rosters, you do not have to check in! Just play ball.
   - 1.1. Coaches must submit completed rosters with players' names and birthdates. You may submit;
     - 1.1.1. email your completed roster, or
     - 1.1.2. 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. Until after the completion of the Valentines 50, 14U, 16U, and 18U teams may carry a high school age player on their roster (maximum of 2) that is +1 for their age group, as long as the player(s) in question are still playing high school softball the spring after the Valentines 50. *[For example, player A was 14U eligible during the summer of 2020, but aged out at the onset of the new season and is now 15U eligible. We will grant the typical exception to play through the end of the calendar year of 2020, plus through the Valentines 50 tournament]*.
   - 1.3. Team insurance must be shown, but will not be collected.
   - 1.4. We will accept any roster form and any insurance. If you do not have insurance, we will provide insurance for the event for an additional cost of $75.

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, 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.

4. Smoking, tobacco, **sun flower seeds**, or alcohol use on the field, in the dugouts, or around the fields is prohibited. (** ***NO SEEDS OR TOBACCO ALLOWED IN THE DOME*** **)
   - 4.1. 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. **TOCA does have a license to sell alcohol at their facility and all alcohol consumed at TOCA must be purchased inside their facility.*

5. All facilities have rules pertaining to pets, grills, and use of the facilities. The Tournament Director does not have the authority to make changes, grant waivers or alter these rules. It is the Coaches, parents and fans responsibility to know and adhere to facility rules. **No pets or grills allowed in the dome**.

6. Game results must be reported to the Tournament Headquarters immediately following the completion of your game. Coaches will submit scores via text to **(419) 540-2136.**

7. The tournament reserves the right to change the schedule or format 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 a valid account and that their team is listed in the tournament on TourneyMachine. This will be the most expedient method to receive game, schedule, and other tournament updates.
   7.2. The schedule is public and viewable at nwoladyirish.com by clicking on the Events Tab for the appropriate tournament.
   7.3. Only the online published schedule is official. Any printed schedule or saved version you may have prior to the event is not official. Please bookmark the schedule page for easy reference and only refer to that for updates and verification of your schedule.

8. Refund Policy: There is no refund for withdraw within 30 days of the tournament start date. Weather is not a factor at our indoor tournaments. All deposits are non-refundable regardless of withdrawal date.

9. Both TEAM and INDIVIDUAL awards will be presented to the Champions and Runners up in each age bracket. Other awards may be given based on the individual tournament.

GENERAL GAME RULES:

1. All ASA/USA rules apply, unless specified otherwise.

2. Pitching Distance: 8U - 30', 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 **should** be submitted to the home plate umpire prior to the start of the game.
   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. 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, a courtesy runner **MUST** be a substitute not already entered into the game, if there is a substitute listed. 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 or after lineup cares have been exchanged between coaches.

5. Mercy rules for **bracket** games are; **12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. There is no mercy rule for pool play.** Teams can play the game out for 65 minutes.

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 that were not played will be scored 7-0 for the winner. Teams must be at the field and ready to play 5 minutes prior to the scheduled start time. Games will start early if possible. Games that are retroactively forfeited due to other infractions will be scored as below;
   6.1. If the team who forfeited the game lost the game, the final score will be entered.
   6.2. If the team who forfeited the game won the game, the final score will be entered 7-0 for the new 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 overruled. If all steps were followed, the Tournament Director will rule on the protest. Judgement calls will not be ruled on by the tournament director. Only rules interpretations or application may be ruled on by the tournament director.
   7.1. If the protest is granted, play will cease and the game will be resumed from the point of the game the protest occurred.
   7.2. If the protest is overruled, play will continue at its current spot.
   7.3. 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.

8. All balls hitting the roof of the dome, or any other overhead obstruction, will be a dead ball, foul ball.
   8.1. Exception: Any batted ball hitting the roof of the dome in fair territory, and subsequently landing beyond the outfield fence in fair territory, will be a home run.
   8.2. For field 1 at The Dome - **any ball landing on top of or going over the batting cages in left field is a home run.** Rule 8.2 does not apply to field 2 or to any field at TOCA Sports.

9. **8U ONLY RULES** - applies to both pool play and bracket play.
   9.1. 30 foot pitching distance
   9.2. No infield fly rule
   9.3. No drop 3rd strike rule
   9.4. No stealing. This includes pass ball, delay steal, and straight steal.
   9.5. No bunting when/if there is coach pitch.
   9.6. If a coach interferes while pitching or gets hit by the batted ball, batter is out and runners return to the base at the time of the pitch
   9.7. 4 balls on batter and then batter's coach pitches the remaining strikes. All pitches thrown by coach are called balls or strikes. The offensive coach will pitch for their team.
   9.8. Base runners must be at the halfway line between bases when ball is in the pitcher circle to be able to advance to next base…. Or they must return to last base touched.
   9.9. Runs allowed per inning. Team may score 6 runs per inning. Team may tie the score and score an additional 5 runs. (Example: Team B is trailing 9-3 and is at bat. They score 6 runs to tie the score. They may now score an additional 5 runs. Example 2: Team A is ahead 5-4 and is at bat. They may score a total of 6 runs during their at bat.)
   9.10. Runners may lead off on the release of the ball by the pitcher.
   9.11. If pitchers are struggling to pitch strikes, she does not have to pitch 4 balls for the coach to come in to pitch.

10. 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:
   10.1. 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.
   10.2. Mounds visits will be kept short and enforced by the umpire. 30 seconds is the goal.

10.3. Hitters must keep one foot in the box at all times while taking the signs.

10.4. 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.

11. There are only 5 minutes scheduled between games. NO on-field pre or post game huddles. Please shake hands 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 will be patient while trying to hurry! 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.

12. As with most indoor tournaments, there will be limited warm-up space. Please exercise extreme sportsmanship while sharing warm-up space available. There may be 4 teams warming up for the next set of games, and we do have 2 batting cages available at RSC. Please share. Limit your time inside the cage to 25 minutes. We will monitor and expect that teams are rotating in and out around the 1/2 way point between games. Please use sportsmanship here.

13. We have ~200' outfield fencing. It is strongly encouraged for spectators to watch from the outfield fence. Any fan, parent, player, coach or other spectator found pushing down the fencing to improve their view 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. We invested in new fences. To help maintain the value and effectiveness of the improved fencing, we will enforce rules that involve spectators damaging the fences. These should last for many years if they are taken care of, so please help us provide your players the best experience by helping take care of the fences.

POOL PLAY SPECIFIC RULES:

1. One hour and five minute time limit per game, or 7 innings. **Drop Dead at 65 minutes**. Games may end in a tie. Games will start and stop on the buzzer. **Games will start and end at their scheduled time, no exceptions. There is no mercy rule in pool play. Teams can play their complete 65 minutes.**
   - 1.1. **Revert back rules will apply in pool play:** If the inning is not complete at the end of the time limit, the following rules will apply.
     - 1.1.1. If the VISITING TEAM **is batting** in the top half of the inning, the the score will revert to the score of the last completed inning.
     - 1.1.2. IF the HOME TEAM is batting
       - 1.1.2.1. and **takes the lead during their current at bat, or the game is tied,** the game will end with the current score when time expired.
       - 1.1.2.2. and the home team **HAS NOT completed their at bat (3 outs)**, and the home team is trailing, the game will revert to the score of the last completed inning. If the home team is leading, all runs for both halves of the inning will count in the final score.
       - 1.1.2.3. and a ball is in play (i.e. the pitch has been released from the pitcher's hand), the play will complete. Any runs scored will count and apply to appropriate revert back rules. Any outs made will count and could potentially impact the revert back rule. Example, if the the ball in play results in the third out in the bottom half of an inning, that inning is considered complete. Therefore, no revert back would apply.
2. Coin flip shall determine home team. Home team book is official.
3. Seeding for championship play is determined by pool play standing.
4. If teams have the same pool play record, the higher seed will be determined as follows:
   - 4.1.1. Head-to-Head Results (thrown out of more than 2 teams have the same record)
   - 4.1.2. Total runs allowed
   - 4.1.3. Total runs scored
   - 4.1.4. Coin flip

CHAMPIONSHIP (BRACKET PLAY) SPECIFIC RULES:

1. One hour and five minute time limit per game, or 7 innings. Games must end with a winner. **DROP DEAD AT 65 MINUTES (revert back rules of apply - see scenarios on the last page)** throughout bracket play **until the championship games** in each age division.
   - 1.1. If a revert back is necessary and the revert back results in a tie, we will continue to play at the current point of the game. (See additional info for revert back requirements)
   - 1.2. If the game is still tied at the end of the inning, we will play another inning using International Tie Breaker (ITB) rules. We will continue to add innings as long as the game remains tied at the end of each inning, using ITB rules, until a winner is determined. The runner placed at 2nd base will be the batter in the line up that proceeds the batter scheduled to lead off the inning. All batters in ITB will start with a 1-1 count.
2. **For the championship in each division, No inning shall start after 60 minutes**. ***Complete any inning already started***. 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. The runner placed at 2nd base will be the batter in the line up that proceeds the batter scheduled to lead off the inning. **All batters in ITB will start with a 1-1 count.**
3. Higher seeded team shall have a **choice to be Home or Away**. Higher Seeded team book is official.

For tournament questions, contact
Cory Bryan | tournaments@nwoladyirish.com | (419) 540-2136

Revert Back Rule Scenarios.

1. In pool play…
   1.1. If the visiting team is batting as time expires, the score will revert back to the score of the last completed inning, regardless of which team is leading.

   1.2. If the HOME TEAM is batting
      1.2.1.1. and **<u>has taken the lead or tied the game during their current at bat,</u>** the game will end with the current score when time expired.
      1.2.1.2. and the home team **HAS NOT completed their at bat (3 outs)**, and the home team is trailing, the game will revert to the score of the last completed inning. If the home team is leading, all runs for both halves of the inning will count in the final score.
      1.2.1.3. and a ball is in play (i.e. the pitch has been released from the pitcher's hand), the play will complete. If the result of the play is the 3rd out, the game will end at that point. If necessary, all revert back rules will apply.

2. In bracket play…
   2.1. If the visiting team is batting,
      2.1.1. the score will revert back to the score of the last completed inning.
      2.1.2. but the score of the last completed inning is a tie, the game will continue at the current point.

   2.2. If the home team is batting, *(the home team is considered to be batting IF the 3rd out of the top half of the inning has occurred prior to the time expiring)*
      2.2.1. *a*nd the visiting team tied the game or took the lead during their at bat of the current inning, the score will revert back to the score of the previous inning.
      2.2.2. and the game was tied at the completion of the previous inning, and the game is still tied when time expires, the game will continue at the current point.
      2.2.3. and subsequently takes the lead at any point during their at-bat, the game will end.
      2.2.4. and is trailing as time expires, the score will revert back to the score of the last completed inning, unless that score is a tie. In that case, the game will continue from it's current point.

   2.3. After both teams have batted in the current inning after time expiration, and the score is still tied, the next inning will start with the International Tie-Breaker Rule in effect. The runner placed at 2nd base will be the batter in the line up that proceeds the batter that is scheduled to lead off the inning. International Tie-Breaker innings will start with a 1-1 count on the batter.

3. For the championship game of each division, there is no revert back rule. There will be no new inning started after 60 minutes and we will complete any inning already started. Once the 3rd out is made, the new inning starts. After time has expired and the completion of the current inning, if the score is tied, the next new inning will be start with the International Tie-Breaker rule in effect. The runner placed at 2nd base will be the batter in the line up that proceeds the batter that is scheduled to lead off the inning. International Tie-Breaker innings will start with a 1-1 count on the batter.