

Haunted House Slam Tournament Rules

Thank you for your participation in the Haunted House Slam. Below are the tournament rules.

We will utilize ASA/USA rules for this tournament.

Attached are the general tournament rules for all our tournaments, plus specific tournaments rules and additions. Please read all carefully.

The tournament is set up as pool play on Saturday, each team playing 3 pool play games. On Sunday, teams are entered into a single elimination bracket based on pool play outcome. Depending on the number of teams in each age group, it is possible there can be a 1st round bye to establish brackets.

COACHES/ADMINISTRATIVE/CONDUCT:

1. Teams must sign in at the tournament check-in table before the start of their 1st game. 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 (USA Roster available on our website) 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. Specific equipment approval stamps MUST include the ASA/USA Softball or the USSSA Softball stamp.
3. Only **Head Coaches** may consult with the umpires. Failure of a non-head coach to remove themselves from any discussion after being warned will result in being 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 with no return privileges for the balance of the event. Anybody being removed could be 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. No exceptions.
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. 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 rules. It is the Coaches, parents and fans responsibility to know and adhere to facility rules.
6. Notwithstanding any other rules, this tournament will follow ASA/USA standards regarding Thunder and Lightening occurrences. Games will be stopped and shall not resume for thirty minutes after the last sighting of lightening or sound of thunder. Coaches are required to take players to a safe space.

The **ONLY** exception to this is for indoor tournaments.

7. Game results must be reported to the Tournament Headquarters immediately following the completion of your game. Coaches MUST text the score of their game to (419) 540-2136 (Sample: Buckeyes 2, Wolverines 1). Scores recorded at the tournament headquarters will be final when the tournament director leaves the park at the end of each day. No changes may be made after the tournament director leaves unless the director transposed the reported score incorrectly to the tournament website (director error).
8. 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.
9. The tournament reserves the right to change the schedule as needed to ensure safety or to adjust for weather. Any changes will be sent via the online tournament system. Coaches are 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.
 - 9.1. All coaches should verify they have a valid account and that their team is listed in the tournament at: <https://nwoladyirish.leagueapps.com/login>. This will be the most expedient method to receive game, schedule, and other tournament updates.
 - 9.2. Besides emails and texts, all tournament updates will be posted to the UPDATE section of the tournament home page.
10. **8U ONLY RULES** - applies to both pool play and bracket play.
 - 10.1. 30 foot pitching distance
 - 10.2. No infield fly rule
 - 10.3. No drop 3rd strike rule
 - 10.4. No stealing. This includes pass ball, delay steal, and straight steal.
 - 10.5. No bunting when/if there is coach pitch.
 - 10.6. 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
 - 10.7. 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.
 - 10.8. 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.
 - 10.9. 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.)
 - 10.10. Runners may lead off on the release of the ball by the pitcher.
 - 10.11. If a pitcher are struggling to pitch strikes, she does not have to pitch 4 balls for the coach to pitch.
11. Rain Policy: If 50% of the tournament games are played by a team, no refund is required. If less than 50% of the games are played, a percentage will be refunded (less unrecoverable costs, plus an amount not to exceed 10%).
 - 11.1. The priority is to play as many games as possible without exposing any person to excess games or unnecessary dangers due to weather or conditions.
 - 11.2. The TD may modify the pool or bracket schedule and reserves the right to remove lower seeded teams in order to complete brackets if necessary.
12. Awards will be presented to the Champions and Runners up in each age bracket. Players on both teams will also receive an individual award. Other awards may be given based on the individual tournament.
 - 12.1. If bracket games are rained out, awards will be given based on pool play records.
 - 12.2. If bracket games have started and subsequently rained out, awards will be given based on the records, including any tie breakers listed below, of all remaining teams.

GENERAL GAME RULES:

1. All USA/ASA rules apply, unless specified otherwise.
2. Pitching Distance: 10U - 35', 12U - 40', 14U and above - 43'.
3. Metal cleats are permitted for 14U and above. Molded cleats are authorized for 12U and below. No Metal Cleats are allowed at indoor tournaments.
4. LINE UPS & CARDS.
 - 4.1. Line up cards **MUST** be submitted to the home plate umpire 5 minutes prior to the start of the game.
 - 4.2. Teams are permitted to bat their entire roster in pool play. 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 a substitute listed on the line up card, they **MUST** be used as the courtesy runner - no exception - if the team elects to use a courtesy runner.
 - 4.4. 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. Standard substitution rules apply.
 - 4.5. In either case, courtesy runners may run for a pitcher or for a catcher but may not run for both in the same inning.
 - 4.6. Players may **NOT** be added to the line up card after it is accepted as official by the umpire.
5. Mercy rules for all games, both pool play and bracket play are 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
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. Teams must be at the field and ready to play 10 minutes prior to the scheduled start time (except for the first game each day). Games will start early if possible.
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.
 - 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 continue at its current spot.
 - 7.3. A \$100.00 non-refundable fee will be collected in advance of any decision. If a protest is upheld, the \$100 will be refunded.

POOL PLAY SPECIFIC RULES: HAUNTED HOUSE SLAM

1. One hour and 15 minute time limit (1:15) per game, or 7 innings. No inning shall start after time limit has expired. Complete any inning already started. 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. Coaches must present line-up cards to the plate umpire.
3. Seeding for championship play is determined by pool play record. If teams have the same pool play record, the higher seed will be determined as follows:
 - 3.1. *Head to head
 - 3.2. Total runs scored against
 - 3.3. Total runs scored
 - 3.4. Coin flip

*If more than 2 teams are tied with the same record, Head-to-Head is thrown out.

CHAMPIONSHIP (BRACKET PLAY) SPECIFIC RULES: HAUNTED HOUSE SLAM

1. One hour and 15 minute time limit (1:15) per game, or 7 innings. No inning shall start after time limit has expired. 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.
2. Higher seeded team shall be the home team. Home team book is official.

TOURNAMENT AWARDS:

- Champions teams will receive a championship trophy and individual awards.
- Runner up teams in each age division will receive a second place trophy and individual awards.
- Ribbons will be provided for each home run hit during both pool play and bracket play.
- Ribbons will be provided for each no-hitter & perfect game thrown.



For Haunted House Slam tournament questions, contact

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(419) 540-2136

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



For all your equipment, uniform, apparel, and customization needs, check out TriplePlay.

<https://nwotripleplay.net>