

Millard Athletic Association

Competitive Softball Tournament Rules

ASA Sanctioned: All Games Will Be Played Under ASA Rules Unless Otherwise Noted

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Competitive Softball Tournament Rules

General Rules

Run Rules

10U and Older

- 20 Runs After 2 Innings of Play
- 12 Runs After 3 Innings of Play
- 10 Runs After 4 Innings of Play
- 8 Runs After 5 Innings of Play

8U

- 12 Runs After 3 Innings of Play
- 6 Runs After 4 Innings of Play

Game Specifics

- Home Plate Umpire is the Official Clock
- Coin Flip to Determine Home Team in All Games
- Home Team is Official Book
 - Please Confer With The Official Bookkeeper After Each Inning to Ensure Accuracy
- Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time
- Due to Inclement Weather, Or Other Acts of God, a Complete Game is:
 - 4 innings (or 3 ½ if the Home Team is Ahead)
- MAA Score Cards Will Be Utilized For All Games and **MUST** Be Signed After Each Game
- Tie-Breaker System: Outside the Championship Game, If A Bracket Game is Tied After All Innings Have Been Completed, or the Time Limit Has Been Reached, the Millard Athletic Association Tie-Breaker Rule Will Go Into Effect. Each Team Puts the Batter Who's Scheduled to Bat Last in the Inning on Second Base and Plays a Full Inning of Regular Softball. This Happens Until the Tie is Broken and the Game is Complete; **Pool Games MAY End In A Tie.**

Softballs

- Each Team Must Provide One (1) Ball Per Game
 - 8U: 11" Reduced Injury Factor (RIF) Optic Yellow/Red Stitching
 - 10U: 11" .44 or .47 COR SOFTBALL Optic Yellow/Red Stitching
 - 12U+: 12" .44 or .47 COR SOFTBALL Optic Yellow/Red Stitching

Appeals

- Appeals are on Rule Interpretations and/or Violations **ONLY**.
- Rule Appeal May be Protested to the Tournament Director for a \$100 Fee and Rule Must be Presented in Writing.
- Maximum Time of Appeal Argument is 10 minutes.
- Tournament Director(s) Will Have Final Say on Any Tournament Related Matters.

Warm-Ups

Please Conduct Warm-Ups Prior to Game Time and Please Be Prepared To Start *At Least* 30 Minutes Before Scheduled Game Time.

- There Will Be No Pre-Game Infield Practice Allowed.

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Ejections

- Tournament Director(s) will Handle Ejections on a Case by Case Basis.
- Penalties are at the Sole Discretion of the Tournament Director(s).

Insurance

- Teams Must Supply Proof of Insurance Upon Request

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8U Tournament Rules

Game Length (Time Limit & Runs per Inning)

5 Innings or 60 Minutes (Whichever Comes First)

Pool Play Will Play Under A *Drop Dead* Time Limit Format

Special 8U Rule for Pool Play & Bracket:

Innings Will Consist of 5 Runs or 3 Outs (Whichever Comes First)

Bracket Play Will Player Under A *Finish The Inning* Format

Pitching Rules

- The Player Playing the Pitching Position Shall Not Pitch to the Batters
- A Coach-Pitcher Shall Be a Member of the Offensive Team's Coaching Staff, and Shall Pitch the Ball in an Underhand Motion to Each Batter of Their Team. At the Umpire's Discretion, the Coach-Pitcher May Move Forward from the Pitching Rubber to a Position That Will Allow a Hittable Ball to Be Delivered to the Batter.

Batter (Number of Pitches)

- Each Batter Will Be Allowed Five (5) Pitches to Bate the Ball In Play. A Batted Foul Ball on the Fifth Pitch Will NOT Count as One of the Five Pitches. Each Batter That Fails to Bat the Ball in Play Will Be Counted As An Out, And the Next Batter in the Batting Order Will Take Their Turn at Bat.
- A Caught Foul Fly Ball Will Be an Out Whenever it Occurs, Including the Fifth Pitch or Any Subsequent Pitch

Coach-Pitcher Interference

- The Coach-Pitcher Shall Be Considered Part of the Playing Field. However, In the Judgement of the Umpire, Coach-Pitcher Interference Occurs the Ball Will Be Declared Dead.
 - All Runners Will Return to the Last Base Occupied. Placement of the Base Runners Occupying the Same Base or Base Line Will Be Passed on the Lead Runners Unless Forced to Advance by the Batter-Runner. The Umpire May Remove the Coach-Pitcher From the Game for Repeated Offenses After a Warning.

Defensive Line-Up Options

- Teams May Have (4) Infielders, One (1) Pitcher, One (1) Catcher and Four (4) Outfielders.
 - All Outfielders Shall Be Positioned Behind the Base paths.
 - The Player-Pitcher Shall Take a Position Within the Eight (8) ft. Pitcher's Circle, However May Not Be Positioned In Front of the Coach-Pitcher.

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Competitive Softball Tournament Rules

Offensive Line-Up Options

- Teams Will Have the Following Line-Up Options:
 - Option 1: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
- Notes for Option 1:
 - Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
 - Courtesy Runners:
 - The Player Making the Last **BATTED** Out.
 - Should the Last **BATTED** Out Be the Pitcher/Catcher of Record, the Subsequent **BATTED** Out May Be Utilized.
 - **The SAME Courtesy Runner MAY NOT Run for Both the Pitcher and Catcher in the Same Inning.**
- If At Any Point a Team Falls Below The Number of Players Their Line-Up Started With, Those Vacant Spots Will Be Considered Automatic Outs.

Distances

- Base Length - 60 ft.
- Pitching Distance - 35 ft.
- Infield Safety Arch - 27 ft.
 - No Player Shall Be Positioned on Defense Inside this Arch

Additional Rules / Information

- NO BUNTING
- NO STEALING
- NO INFIELD FLY
- NO DROPPED THIRD STRIKE
- NO DESIGNATED PLAYER

Play Stoppage

- Time Shall Be Called By the Umpire and the Play is Over in the Following Situations The Advancement of the Lead Runner Stopping and the Ball Being in the Possession of a Defensive Player in the Infield
- There Shall Be a Limit of One (1) Overthrow on a Play. Should a Second Overthrow Occur on the Same Play, the Umpire Shall Immediately Call Time and Base Runners Will Be Returned to the Base Last Occupied.

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10U, 12U, 14U, 16U, 18U Tournament Rules

Game Length (Time Limit & Runs per Inning)

7 Innings or 1 Hour 15 Minutes (Whichever Comes First)

Pool Play Will Play Under A *Drop Dead* Time Limit Format

Special 10U & 12U Rule for Pool Play:

Innings Will Consist of 7 Runs or 3 Outs (Whichever Comes First)

Bracket Play Will Player Under A *Finish The Inning* Format

Pitching Rules

- ASA Guidelines Apply

Defensive Line-Up Options

- Teams May Have Five (4) Infielders, One (1) Pitcher, One (1) Catcher and Three (3) Outfielders.

Offensive Line-Up Options

- Teams Will Have the Following Line-Up Options:
 - Option 1: Nine (9) Player Line-Up
 - Option 2: Ten (10) Player Line-Up Utilizing an Extra Hitter (EH)
 - Option 3: Line-Up of all Present, Eligible, Uniformed Players (Bat the Roster)
- Notes for Options 1 and 2:
 - All Players May Be Removed and Re-Entered the Game Once, but **MUST** Re-Enter in Their Original Position in The Batting Order.
 - Courtesy Runners:
 - Must Be a Player Not Presently in the Line-Up.
 - The **SAME** Courtesy Runner **MAY NOT** Run for Both the Pitcher and Catcher in the Same Inning.
- Notes for Option 3:
 - If a Team Uses a “Bat the Roster” Option, All Players Other Than the Nine (9) Defensive Position Players are EH’s and May Move Freely in Defensive Positions.
 - Any Player Arriving **AFTER** the Game has Begun Shall Be Added to the Bottom of The Batting Order.
 - Courtesy Runners:
 - The Player Making the Last **BATTED** Out.
 - Should the Last **BATTED** Out Be the Pitcher/Catcher of Record, the Subsequent **BATTED** Out May Be Utilized.
 - The **SAME** Courtesy Runner **MAY NOT** Run for Both the Pitcher and Catcher in the Same Inning.
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Tournament Information

Refunds

- Cancellation by Teams After The Entry Deadline Results in NO Refund.
 - All Refund Requests Must be Made in Writing
 - A \$100 Administrative Fee May Be Withheld on All Refunds
- “No Shows” or Forfeits Results in NO Refund.
 - 4 Game Guarantee Refund Policy
 - No Games Started Due to Inclement Weather - 75% Refund
 - One Game Started Due to Inclement Weather - 50% Refund
 - Two Games Started Due to Inclement Weather - 35% Refund
 - More than Two Started - No Refund
 - 3 Game Guarantee Refund Policy
 - No Games Started Due to Inclement Weather - 75% Refund
 - One Game Started Due to Inclement Weather - 45% Refund
 - More than One Started - No Refund

Tournament Play

- Please Refer to the Entry Form for Game Guarantee
- Note: The Format of the Tournament May Change if Necessary

Seeding Procedure

1. Win / Loss Record
2. Winner of Head to Head (If Three Or More Teams Are Tied, Ignore)
3. Least Runs Allowed
4. Highest Run Differential (Max +/- 8 Per Game)
5. Coin Flip

Awards

- Team Awards Will Be Given to Teams Finishing 1st and 2nd.

Concessions, Gate Fees and Tournament Merchandise

- Full Concessions and **LIMITED** Tournament Merchandise will be Available at Select Tournament Sites Throughout the Tournament.
- Please Consider Pre-Ordering Your Tournament Merchandise to Ensure We Have Your Size Available.
- A Gate Fee Will Be Collected Upon Entrance to the Facility
 - Children Under 10 FREE
 - Children 10 to 16
 - \$3 – Daily (Subject to Change)
 - Adults
 - \$5 – Daily (Subject to Change)

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