



## **Rules for Accelerated Leagues/Tournaments 2013**

The Tournament will be governed by the Official Rules as set forth in the ASA rule book with the exceptions noted herein.

- 1. Rosters** must be completed and turned into the Field supervisor before the first game.
- 2. Home Team** will be decided by a coin flip at home plate during pre-game conference.  
Championship game: undefeated team is home team. Teams will switch in "IF" game.
- 3. Scoring** The Official scorekeeper will be a designated scorekeeper for the home team.  
Rosters/lineups must be exchanged by both teams prior to the pregame conference.
- 4. Batting** League and pool play may bat an entire line up. Bracket Play will use Standard ASA rules, DP/Flex Permitted
- 5. Courtesy Runner** League play may use any player in lineup as a courtesy runner/free substitution. Post season and tournaments will use standard ASA courtesy runner rule.
- 6. Runs** The batting team may score a maximum of six (6) runs per inning, even if the hit that produced the sixth run also produced a seventh run. So, if six runs score before there are three outs, the batting team takes the field and the defensive team comes to bat. This rule will apply to pool play games only and not the bracket play portion of the tournament/league.
- 7. Runs Rule** A game will be called if one team is ahead by twelve runs after 3 innings, ten runs after 4 innings, or eight runs after 5 innings or eight runs after 55 min's in both pool and bracket play
- 8. Game Time Limits** Official game time starts with the coin flip and will be kept by umpire on the field. Pool and Bracket play games are no new innings after 65 minutes and championship games are no new innings after 80 minutes.
- 9. Between Innings** To speed up the game between innings, pitchers only have two warm up pitches, one to the catcher and the other down to second base unless a new pitcher has entered the game that inning.
- 10. Tie Breaker**
  - A. Pool Play: A tie game at the end of regulation will be decided by coin flip
  - B. Bracket Play: A tie game at the end of regulation will be decided by standard International tie breaker rules.
- 11. Team Standings** Standings will be based on win/loss record and will be updated each week of league play. Tournament:
  - a. FOUR TEAM POOLS
    - 1ST PLACE--Team with 2-0 record
    - 2ND PLACE--Team that won 1st game, lost 2nd game

3RD PLACE--Team that lost 1st game, won 2nd game

4TH PLACE--Team with 0-2 record

b. THREE TEAM POOLS

1. WON-LOSS record

2. If all 3 teams are tied at 1-1 then:

A. Run differential

B. The fewest runs allowed

C. The most runs scored

D. Coin flip

**12. Illegal Player** If a team is caught using an illegal player, they will forfeit that game and will not be eligible for any league/tournament awards. A player may only play on one team in each age division. A younger player may play up a division but an older player may not play down.

**13. Protests** Any protest must be acknowledged and recorded before the next pitch, Protests are discouraged and should be the exception rather than the rule.

a. Protests shall NOT be considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.

b. Protests involving the misinterpretation of a playing rule; failure of an umpire to apply the correct rule on a given situation; and failure to impose the correct penalty for a given violation shall be administered by the tournament UIC. The following must be followed:

- i. Notification of intent to protest must be made to the supervisor, plate umpire, scorekeeper, and opposing team captain, by the manager before the next pitch.
- ii. All protests not acted on by the supervisor must be in writing and in the hands of the director within 24 hours after the game in question was played.
- iii. Protests regarding an illegal player must be reported to the supervisor in charge by the captain or manager of the protesting team before the game is completed the supervisor will notify the opposing manager and the scorekeeper that the game is under protest. They will then check the field, copy rosters and the protest will be handled on the field at that time.
- iv. If a league question arises on the field and a decision needs to be made at that time, BOTH team coaches and the field supervisor/UIC must meet and come to a decision. When the decision has been made by all parties involved the decision will stand and not be eligible for protest.
- v. During tournament play, all protests will be decided on the field by the supervisor/UIC. All tournament game protests must be made to the supervisor, plate umpire, scorekeeper, and opposing team captain before the game officially ends and acknowledged before the next pitch is made. After the game has officially ended, no protest will be considered.