

South West Missouri Softball

Played at Monett North Sports Complex

2010 A/B Fastpitch Tournament Rules

ALL TEAMS ROSTERS MUST BE SUBMITTED ON-LINE PRIOR TO TOURNAMENT.

ALL GAMES WILL BE PLAYED BY USSSA RULES, WITH THE FOLLOWING EXCEPTIONS:

1. Home team will be the official scorekeeper in all games. Visiting team will provide an adult to run the scoreboard.
2. Each team will need to supply a USSSA game ball to the umpire prior to the start of play.
3. Pre-game conference and coin flip will take place at home plate 5 minutes prior to game time.
4. Time limit for all games is 1 hour 10 minutes. Time begins with first warm-up pitch.
5. New inning will begin with the last out of the previous inning provided there is time left on the clock.
6. Run rules: 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings.
7. Regulation games will be defined by the type of game it is:
 - a. **Pool Play:** 7 innings or time limit. In the event of a tie, **ONLY 1** international tie breaker (ITB) inning will be used. Games still tied after this inning will be declared a tie.
 - b. **Bracket Play:** 7 innings or time limit. In the event of a tie at the end of regulation play, ITB innings will be played until a winner is declared.

ITB Rule: *Each team starts the inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined.*

8. **Team manager may consult with umpire; assistants, players and fans are to keep out of the discussion.**

LINE-UP

1. Up to two additional players can be used to increase the batting line-up to 10 or 11 players. Additional players must be declared prior to beginning of game. If additional players are used, the position must be used the entire game.
2. A team may begin the game with 8 players. The missing player will be listed 9th batting position and the team will be required to take an automatic out should that player not show. Under no circumstances will a team be allowed to begin play with less than 8 players.

EJECTIONS

1. **Manager/Assistants:** If ejected by umpire must immediately leave the field and vicinity. Failure to leave the vicinity after one minute or continuing to participate outside the field of play will result in that team forfeiting that game. If a manager/coach is ejected, he/she will sit out the remainder of that game as well as the next scheduled game.
2. **Players:** An ejected player will be removed from the line-up in that game and will also be required to sit out the next scheduled game.
3. **Fans:** If in the umpires' judgment a fan or group of fans is unruly or otherwise disrupting the game, the manager will be given ONE opportunity to control the situation. A second instance by the same fan or group of fans will result in their ejection from the park for the rest of the tournament, and that team must remove their starting pitcher from the line-up for the remainder of that game.

BRACKET SEEDING

1. The following procedures will be used to determine seeding after bracket play. Once a level of tie-breaker is used, we DO NOT revert back to any of the steps. We will continue down the list until all ties are broken.
 - a. Highest winning percentage (wins/games*) *ties are eliminated from equation
 - b. Head-to-head games
 - c. Runs allowed
 - d. Coin Flip