

A.A.Y.O. – 2011 **Revised 1-24-11**
Algonquin's 6th Annual Tournament of All-Stars
USSSA State Championship

Any rule not covered by these rules will be covered by USSSA Girl's Fastpitch rules.
Tournament Rules 14U-16U

1. LENGTH OF GAMES

Pool Play - No new inning shall start after 1 hour, 20 minutes from the start of the game. Note: An inning is considered to be started as soon as the last out of the previous inning has been made. The umpire will start the game timer as soon as the first warm-up pitch is made in the top of the first inning. Bracket Play - No new inning shall start after 1 hour, 20 minutes from the start of the game with the exception of the Championship Game. The Championship Game will have no time limit. Games consist of Seven (7) innings and will be considered a complete game after 4 innings (3 ½ if home team is ahead). A complete ½ inning will be three (3) outs.

2. SLAUGHTER RULE

(12) Twelve runs after 4 complete innings and (10) ten runs after 5 complete innings will constitute a win for the leading team.

3. SPEED UP RULE

Any New Pitcher entering the game will receive 5 warm-up pitches. Any Returning Pitcher will receive 3 warm-up pitches. No infield warm up balls after 1st inning.

Each team will have 15 minutes from the regular start time to obtain the minimum number of players before the umpire will consider the game a forfeit. The teams may agree to play however the forfeit will stand, even if additional players arrive. There will be no practice balls on the playing field after the first inning.

4. PINCH RUNNERS

Pinch runners must be substituted for the pitcher and/or catcher after two (2) outs. The pinch runner must be the last batter called out.

5. NUMBER OF PLAYERS

The defensive team will consist of nine (9) players in the field. A minimum of eight (8) players is required to start a game.

6. INJURY REDUCTION

After a game has started and the team is reduced to seven (7) players due to injury, illness, etc., the game can continue until the 7th player returns and resumes her spot in the game. However, if the 8th player is unable to return, you will have to take an out in their lineup spot if you don't have enough players to field a regulation team of eight (8) players.

Any batter injured during their turn at bat, and cannot continue playing, will be replaced for the rest of her turn at bat, by the player who made the last batted out. (If there are no outs made, the last batter in order will be used.)

7. DUGOUTS

Home team will be determined by coin toss in pool play. In Bracket play, home team will be higher seed & use 3rd base dugout

8. PRE-GAME MEETING

10-minute prior to scheduled game time, the Manager/Head Coach & two (2) Captains from each Team must meet with the umpire to discuss the game rules/exchange lineups.

9. SCORE KEEPING

The home team will keep the official score and should verify the score after each completed inning with the visiting team's scorekeeper. At the end of the game, both Manager's & Umpire should confirm official score before turning in to Tournament Director.

10. FIELD DIMENSIONS

Pitching rubber will be 43 feet from home plate.

Bases will be 60 feet apart.

11. SOFTBALL

The game is played with a twelve (12) inch official USSSA softball. A.A.Y.O. will supply two (2) game balls for each game.

12. BATS

Official softball bats must be used and must be stated on the bat.

13. UNIFORMS

To play in the game, a player must wear a numbered jersey that is the same or similar in color. Jerseys should be tucked in and no clothing of any kind should be worn over the uniform. Visor or hat optional.

Jewelry, of any kind, is not allowed to be worn except for Medic alerts which need to be taped down.

14. AUTHORITY OF UMPIRE

The umpire has the authority to ask any player, parent, coach, manager, or fan to leave the premises if there is excessive harassment during the game. The umpire has the authority to stop play until said person has left the premises. If they do not leave the umpire can declare a forfeit for the team that is involved. If both teams are involved, it will result in a double forfeiture. If a player or Coach is ejected, she/he will sit out the next Tournament game as well. **NO PROTESTS – Umpires decision is final.**

15. PLAYERS/COACHES BEHAVIOR

Throwing of equipment (in anger) is not permitted. The offender will be ejected to the bench and if behavior continues will be removed from the premises.

16. THROWING OF THE BAT

Each player will receive one (1) warning for throwing the bat. A second warning will be an automatic out, which will result in a dead ball situation.

17. BATTING ROTATION

All players will bat in a continuous rotation including those players who are presently sitting out and not playing a defensive position.

18. BUNTING

Bunting is permitted.

19. DROP THIRD STRIKE

Batters may advance on a dropped third strike.

20. INFIELD FLY RULE

Infield fly rule will be called. Remember runners may advance (after touch of ball, or ball touching the ground) at their own risk. The batter is automatically out.

21. PITCHING

Number of warm-up pitches for a new pitcher will be five (5), for a returning pitcher, three (3).

A pitcher will pitch no more than five (5) innings per game. Innings pitched do not have to be continual and one (1) pitch constitutes an inning.

A pitcher will not be allowed to wear long white sleeves under her jersey.

Both feet must be on or touching the rubber to start the pitch motion and one foot must stay in contact with the ground until the ball is released. Failure to do so will be declared a non-pitch. A step backward once the pitch motion begins is not permitted.

A manager is allowed one (1) trip to the mound in any inning (Timeout). On the second trip (Timeout) to the mound in one (1) inning, the pitcher must be removed.

No intentional walks will be allowed.

22. HIT BY PITCH

The batter must make an attempt to move to avoid contact with the pitched ball. (Umpires discretion)

23. LEAD-OFFS/RUNNING WITH THE PITCH

Running with the pitch is allowed. A runner leading off can be played upon by the defense. Base runners, if played upon, may advance to the next open base. This includes a runner on 3rd base being able to go home. This is considered a stolen base. Runners who are caught off base are in jeopardy and can be tagged out.

The umpire can declare runners who are caught leaving the base early, out.

24. BASE STEALING

A base runner may steal.

No suicide stealing of home is allowed.

25. SLIDING

Sliding is encouraged but is not mandatory. If the player chooses not to slide, an umpire has the right to call that runner out if unnecessary force was used when running into an opposing player. **Head first sliding is not allowed on steals. Runner will be called out.**

26. SAFETY

Base runners and batters (at bat or on deck) must wear helmets with face mask & chin strap.

Catchers must wear catchers helmet and the complete set of catcher's equipment.

Rubber spikes only.

While batting, only the batter and the player on deck should have a bat. All other players should remain on the bench.

27. FAN CONDUCT

Only players, managers, & coaches shall participate in the game or occupy the playing field and bench area.

Undue vocal or physically threatening actions by fans towards managers, coaches, or players will not be tolerated. This will result in the ejection of the person from the premises and will be subject to an A.A.Y.O. Board review.

GENERAL

1. ONLY CLASS C TEAMS ALLOWED.

2. Limit of 8 teams per division.

3. No more than 15 rostered players per team.

4. A coin flip prior to each game will determine home team – Pool play only.

5. No additions to roster after first pitch.

6. You can not file a protest of games.

7. Birth Certificates (a copy) of every rostered player must be kept by the managers until the Tournament ends and made available upon request. No exceptions.

8. Trophies will be awarded to 1st thru 4th place.

9. Proof of Insurance required prior to start of Tournament.

10. Smoking is not permitted at games. It will be permitted in parking area only.

11. No alcoholic beverages will be allowed.