

# RON

MANAGERS -

2006

Southern California ASA

LA/ South Bay District Tournament



**Monday, June 12<sup>th</sup>**

District Rules Meeting  
7:00 PM

Apollo Park  
12544 Rives Ave.  
Downey, CA 90249

Get your championship rosters  
Review paperwork process  
Review tournament rules

**Monday, June 19<sup>th</sup>**

District Draw  
7:00 PM

Apollo Park  
12544 Rives Ave.  
Downey, CA 90249

Open Draw for your first game time

**District Tournament**

**Friday- Sunday, June 23-25, 2006**

**Location: Downey, CA**

Fields

**Independence Park**

12334 Bellflower Blvd.

Downey, CA 90239

(On Bellflower between Stewart & Gray Rd. and Imperial Hwy  
Behind the tennis courts)

**Columbus Continuation High**

12330 Woodruff Ave.

Downey, CA 90241

## SOUTHERN CALIFORNIA ASA TOURNAMENT RULES

### "B"/"C" District & State Championships

10-U/12-U/14-U/16-U/18U

The current ASA Official Rules of Softball and the Southern California ASA Rules & Regulations shall be enforced at this event.

#### A. Game Time:

1. Seven innings or one (1) hour, thirty (30) minutes, whichever occurs first. No new inning shall start after the time limit is reached. The final game of the tournament shall not have a time limit. \*See 10U exception below.
2. The 'run-ahead rule' shall be used in all games at eight (8) runs after 5 innings.
3. The 'tie-breaker rule' shall be in effect after 7 innings, or once the time limit is reached.
4. Game time is forfeit time.  
**Exception: 10U Time Limit. The 10U Championship and If Necessary game will have a time limit of 1hr. 40 min. No new inning will be started after the time limit has expired unless the score is tied and the final inning will be completed once it has been started.**

#### B. Check-in:

1. Check-in at the tournament desk 1 hour prior to your first game.
2. You will receive line-up forms, tournament brackets, any changes that may have occurred.
3. Bring your championship roster and VTD photo identification cards. You may pick it up after your team has been eliminated from championship play. You must give the Tournament Director \$5.00 to mail it to you if you leave the tournament without picking up your packet.

#### C. Ground rules for the tournament:

1. No practice on infield dirt is permitted. Teams may warm-up between the foul line and the fence. If a relay player is used, they must stay on the grass. Pitchers may not use the pitching mound.
2. The team listed on the top of the bracket shall occupy the 3<sup>rd</sup> base dugout, except in back-to-back games played on the same field, in which case the team playing the consecutive game does not change dugouts.
3. Home team is the official scorekeeper for the game.
4. Home team is determined by a coin toss at the pre-game meeting with the umpires and coaches.
5. Game balls for the tournament will be provided, and will be the only balls used. Worth 'RIF' 11" LEVEL 1 for 10-U and the Worth 'Dream Seam' 12" for all others.
6. Only ASA Line-up Forms shall be used. They are available from the Tournament Director or Snack Bar.
7. Double safety bases will be used in all So Cal ASA Championship Tournaments.

#### D. Protests:

1. Playing rule protests must be made prior to the next pitch and will be ruled on by a protest committee. The game will be stopped. The manager must be prepared to site the rule he/she feels is being violated.
2. Eligibility protests shall be ruled upon according to ASA Code.

#### E. Clarifications:

1. If there is a delay in the schedule, it is the responsibility of the team manager to check the bracket boards and contact the Tournament Director for possible game time and/or field changes.
2. Tobacco products of any type are prohibited on school facilities. The same is prohibited from the dugouts and field of play.
3. Alcoholic beverages and illegal drugs are prohibited from the facility.
4. All players are encouraged to wear like-colored uniforms and helmets.
5. All regulations of the tournament site shall be followed.

#### F. Sportsmanship:

1. Team managers are responsible and must have control of their players, coaches, and team followers at all times, including on and off the field of play.
2. The ASA Code of Conduct, and the Southern California ASA Code of Conduct, and all acts that are contrary to the objectives and purposes of ASA shall be enforced throughout the tournament.
3. Artificial noisemakers of any type will not be allowed (i.e. horns or cans filled with rocks).
4. Umpires and/or ASA Representatives shall have the responsibility and authority to eject (out of sight and sound) any team personnel or spectators for abusive language, charging, bumping, shoving, striking, threatening to a player, coaching staff, spectator, or team from the tournament or facility.
5. An ejected coach, player, or other team personnel is ineligible to participate in the team's next game. Illegal participation in the team's next game by ejected personnel results in team forfeiture. A second ejection in the same tournament makes participant ineligible for remainder of tournament. Each sanction (ineligible for next game, team forfeiture, and ineligible for remainder of tournament) may be appealed to the Tournament Protest Committee.

**SOUTHERN CALIFORNIA A.S.A.  
Championship Tournament Rules**

**8-Under Modifications**

The ASA Official Rules of Softball, including the section on Junior Olympic 10-Under Rules will be followed other than the following exceptions and modifications:

**Game Information:**

1. Time Limit – No new inning after 1 hour 20 minutes. Drop dead after 1 hour 40 minutes, then reverts back to the last complete inning.
2. The Championship game or IF necessary game will have a time limit of 1 hour 40 minutes. No new inning will start after the time limit has expired unless the score is tied and the final inning will be completed once it has started.
3. Game time is forfeit time.
4. Five (5) run limit per inning.
5. Six (6) innings will constitute a complete game.
6. International tie breaker rule will be in effect after 6 innings or once the time limit is reached.
7. Run ahead rule in all games will be 15 after three innings or 8 after five innings.

**General Rules:**

1. The “run ahead” rule shall be in effect in all games including the Championship and IF necessary games.
2. Pitching distance is 30 feet.
3. Base paths are 55 feet.
4. 10” RIF (Reduced Injury Factor) balls will be the only ball used.
5. Pitcher/Catcher courtesy runner rule will not be in effect.

**ASA Rules Emphasized:**

1. Runners may advance when the ball leaves the pitcher’s hand. A runner may not STEAL home on a pitch at any time. CLARIFICATION: runners will be awarded home by the umpire in situations per ASA Rule Book (i.e., illegal pitch, thrown ball into dead ball territory, the batter walks, etc.).
2. A play at any base during a steal, an attempted pick-off, or an overthrow to the pitcher does not release the runner from third base. EXCEPTION: a thrown ball that goes into dead ball territory. Ruling: all runners are awarded two (2) bases from the last base held at the time of the throw.
  - a. Runners on first and second base may advance only one (1) base per pitch. A batter that is walked may not advance past 1<sup>st</sup> base.
  - b. No dropped-third strike. The batter is out on a third strike at all times, whether it is caught or dropped.
  - c. No “Infield Fly Rule” will be used. Meaning, with less than two outs and runners on 1<sup>st</sup> and 2<sup>nd</sup>, or with bases loaded, a pop fly that could be easily caught by an infielder does not result in an automatic out on the batter if the ball is not caught.

**Line-up Cards, Substitutions and Field Positions**

1. A team must bat with at least 9 players in the lineup to avoid the “short handed” rule penalty.
  - a. Short-handed Rule: A team may start with 8 players but when another player arrives, that player must be inserted into the line up in the ninth batting position. An out will be recorded each time the ninth position in the batting order appears until a 9<sup>th</sup> starting player arrives and is entered. If a 10<sup>th</sup> player arrives, they must be inserted in the 10<sup>th</sup> spot in the line up. Subsequent arrivals must be listed in order of arrival up to the maximum number of 16 players on the line up card.

2. Bat-Around Format will be used:
  - a. The DP/FLEX rule will not be in effect.
  - b. A team may have between 9 and 16 batters and no more than 10 fielders. All players on the roster must bat.
  - c. All batters must bat and run the bases unless injured. If a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a courtesy player will be allowed to complete the at bat or time as a runner for that half inning only.
  - d. When all play has stopped, the player who is scheduled to bat 9<sup>th</sup> after the injured player will be the courtesy player. Any batter or base runner that must use a courtesy player *a second time* due to injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be recorded for that one time only. An inning or a game can end with an automatic out.
  - e. A player may be used as a courtesy player only once per inning.

#### When a team is on Offense:

1. The batter is out on the 3<sup>rd</sup> strike dropped by the catcher; however, the ball remains live and runners on 1<sup>st</sup> and 2<sup>nd</sup> base may advance at their own risk. The runner on 3<sup>rd</sup> may not advance home on a dropped third strike.
2. Runners on 1<sup>st</sup> and 2<sup>nd</sup> may steal only one (1) base per pitch.
  - a. The ball is live and in play.
  - b. Runners may not leave the base until the pitched ball has left the pitcher's hand. The umpire will declare "no pitch" and an out when a runner leaves too soon. If more than one runner leaves early, the umpire must determine which runner left too soon first and only that runner will be called out.
  - c. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.
  - d. **Overthrows by the catcher to the pitcher or to the bases *do not result in additional bases by the runners. After all play has stopped, if a runner(s) have advanced beyond the one base to which they are entitled, runners will be returned to their correct base. EXCEPTION: a thrown ball overthrown into deal ball territory. Ruling: runners are awarded two (2) bases from the last base held at the time of the throw.***
  - e. A runner cannot steal home, even on a play to another base (that remains in live ball territory) or an overthrow to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3<sup>rd</sup> base. NOTE: the runner may be tagged out while off the base while the ball is live.

#### When a team is on Defense:

1. No more than 10 players will be allowed to play defense at one time.
2. No more than 6 players, including the pitcher, can be positioned in front of the base line.
3. Outfielders and the 10<sup>th</sup> player must remain behind the base line until the ball is hit or a play is made on a runner (as a result of a batted ball).
4. No player except the catcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3<sup>rd</sup> baseline and the 1<sup>st</sup> baseline.
5. An unlimited number of "free" defensive substitutions are allowed at anytime during a dead ball situation while on defense.