

Woodstock Girl's Softball League Tournament

2010 General Tournament Rules

Format:

1. Monday , July 12th 2010 - Sunday, July 18th 2010.
2. Tournament may be Double Elimination or Round Robin.
3. Tournament Registration Form, Fee and Proof of Insurance must all be received when registering for the tournament.
4. All Rosters must be handed in to the Tournament Director PRIOR to the first game. **Managers must keep a government issued birth certificate (photocopies are acceptable) for every rostered player until the tournament ends. These must be made available upon request. NO EXCEPTIONS.** Please adhere to this or a forfeit will result.
5. A girl may only be on one roster for the entire tournament. If she is found to violate this rule, those teams will be disqualified.
6. Coin flip prior to each game will determine home team.
7. All players must be appropriate age as of January 1, 2010.
8. Rosters are frozen after the first pitch of the first game.
9. Brackets for games will be posted at the concession stand and on our web site: www.woodstockgirlssoftball.org
10. **NO TRAVELING TEAMS OR PLAYERS ALLOWED!!!**
Team roster must be composed only of players that participated on "in house" recreational teams during the season and were chosen for post-season play. **ANY TEAM IN VIOLATION OF THIS RULE WILL BE DISQUALIFIED FROM THE TOURNAMENT.**
11. In the event of rain, games will be re-scheduled by the Woodstock Girls Softball League Tournament Director.

Tie Breaker Format for Divisional Play:

1. Head to Head
2. Runs Allowed
3. Runs Scored
4. Coin Flip

Awards:

1. 1st, 2nd, 3rd, and 4th place trophies.
2. Limit of 15 individual trophies.

Game Time Limits:

1. After 1 hour and 30 minutes, the umpire will instruct each team that this will be the last inning. That inning will be played in its entirety.
2. No inning shall start after 1 hour and 30 minutes.
3. If, in the event of a tie, the international tiebreaker rule will take effect. Each 1/2 inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. The inning will start this way with nobody out. Play continues for a full inning(s) until the tie is broken.
4. Failure to field a team of 8 girls at game time will result in a forfeit.
5. Trophy round will have no time limit and play will continue until a winner is determined with no international tiebreaker rule.

Protest:

1. NONE - Umpires decision is final.

Speed-Up Rules:

1. If a catcher reaches base, a pinch runner may replace her at anytime. The replacement will be the last batted out.
2. 5 warm-up pitches per inning.
3. 1 visit to the mound per pitcher per game. On all other visits, the pitcher must be changed.
4. 10 run advantage rule is in effect after 4-1/2 innings.
5. No practicing on the fields.
6. No warm-ups for the infield after the 1st inning.

Pitching Rules:

1. One pitch constitutes an inning pitched.
2. Starting pitcher may retake the mound only once after being relieved during a game. Relief pitchers may not re-enter to the pitching position.

3. Pitchers must start with both feet on the rubber. All movement must be in a forward motion. The pitcher may not step back from the rubber. The pitcher may not present the ball more than once.
4. Pitcher will be warned by the umpire after two hit batters. Upon the third hit batter, the pitcher must be removed. The removed pitcher may not re-enter the game as a pitcher.
5. Pitcher must wear protective head gear.

Additional Rules:

1. Home team shall keep the official scorebook supplied by the tournament. Both managers shall sign the scorebook and return it to the tournament desk immediately after completion of the game.
2. ASA rules, including re-entry rule.
3. Continuous batting order and all players at the game must bat.
4. Free substitution.
5. No jewelry can be worn on the playing field. NO EXCEPTIONS-NO TAPE.
6. All base runners are required to slide into a base where a play is being made in order to avoid contact or a collision. Failure to do so will result in an out and a possible ejection from the game/tournament.
7. Managers and coaches are required to ask for and then receive time-out, PRIOR to going on the field. Failure to do so may result in a warning or ejection from the game.
8. Managers are required to have their team ready to play on time. Also, they are to give a starting line-up to the home plate umpire and the opposing team scorekeeper at least 15 minutes prior to the scheduled game time. The home team is the official scorekeeper.
9. Intentional walks are not permitted. If the umpire declares an intentional walk, he may warn the pitcher and manager and advance each runner one base for each subsequent pitch not thrown in or near the strike zone.
10. Any unsportsmanlike behavior will not be tolerated. This may result in a forfeit of that game.
11. No chanting. Only positive encouragement to your own team mates.