**Evergreen Park Tournament Rules**

2018 Rules and General Information

1. **Please check in at the registration tent with your team roster, birth certificates and your certificate of insurance before your first game.** Girls can be rostered on only one team. Max 15 girls per roster.
2. **No Travel Ball Teams allowed.** Girls must come from your In-house Rec team can be rostered on your team. Any team identified as a travel team will forfeit all games and be eliminated from the Tournament without refund of entrance fee.
3. It will be the responsibility of both team managers to report the game score to the umpire immediately after the game.
4. In the event of inclement weather, the Tournament Director reserves the right to change the time of the game, the time limit, order of play, and any other action deemed necessary to complete the tournament. Managers are responsible for maintaining contact with the Tournament Director for scheduled changes. **A link for the Tournament Website will be emailed to all of the Teams for latest scores and schedule changes.**
5. In Pool Play no new inning will start after the 1 hour and 15 min time limit. There will also be a 1 hour 30 minute Drop Dead time limit in Pool Play only. The score will revert back to the score of the last full inning, unless the Home Team is winning or has tied the game. Once the Home Team takes the lead after the 1 hour and 15 min mark the game is over. Pool Play games may end in a tie. In Elimination Play, no new inning will start after the 1 hour and 30 min time limit, but you will finish the inning, there is no Drop Dead Limit. The international tie breaker will apply after the 1 hour and 30 min time limit and inning expires. The Championship game will have no time limit; play all innings with international tie breaker taking effect after regulation play.
6. The mercy rule is 10 runs after the losing team has batted 4 times. 5 runs max per inning.
7. Free substitution and re-entry is allowed for all player position.
8. One pitch by a pitcher constitutes an inning pitched.
9. A pitcher hitting 3 batters in a game must be removed and may not pitch for that game.
10. Lead-offs are allowed upon the release of the ball from the pitcher’s hand and are subject to age specific resections.
11. **Games will be played with 10 players on the field at the 8U. The 8U level can have up to 7 players inside the infield, which would leave 3 players in the outfield.**
12. Continuous batting order will be used in all divisions. All players present and able to play must bat. A violation of this will result in forfeit of the game.
13. A courtesy runner may be used for the pitcher or catcher at any time. This should be the player who was the last batted out.
14. There will be a maximum number of innings a pitcher can pitch in each game, (see details by age level below). In extra innings, all pitchers eligible to pitch the max amount again.
15. Dugouts are on a first come first serve basis.
16. A coin toss will determine the home team in pool play. The higher seed will be home in Elimination Play. The home team will keep the official score book.
17. Teams should be ready to play 15 min prior to the scheduled start time. A team not ready to play at game time will be given 5 min to field a team, if they cannot, the Tournament Director holds sole discretion as to the outcome of that game (possible forfeit).
18. The score for a forfeited game will be 7 – 0, all divisions.
19. 2018 ASA Rules will apply for any rule not covered in these Tournament rules
20. The orange bag at first base can be used by the fielder.
21. No Protest allowed, Umpires decisions are final.

8U 11” Ball is used,

Pitcher's mound is 30’

Bases are 50’

6 inning game

Bunting is not allowed

Maximum of 3 innings per pitcher

No Stealing, No Pickoffs

No infield fly, No drop third strike,

10 players on the field. Limit of 7 players in the infield until the ball is released from the pitchers hand. Infield Positions are: P-C-1B-2B-3B-SS-SC.

Lead offs allowed on release, no more the 5 feet. No Pick off plays. The runner leading off must return to the base immediately. If the runner leaves early at any point they are out.

Seeding for single elimination will be determined as follows;

1. 2 point for a win, 1/2 points for a tie and 0 points for a loss. Highest cumulative points gets the higher seed.
2. Head to head. {If more than two teams tie by record to be determined by Tournament Director}
3. Least runs against.
4. Coin flip by the Director.