

Michelle Sullivan Fund Tournament Rules – 2010

ASA with the following exceptions:

- Team rosters shall consist of a maximum of 15 players and must be drawn from their respective towns or high school sending districts. Failure to abide by this rule may result in forfeiting all games played.
- Check-in requirements
 - Teams shall present a roster of all team members and a copy of their team's certificate of insurance prior to first game.
 - Roster must include name, birth date, uniform number and address for each player. Coaches must carry roster at all times along with proof of each girl's age.
- Umpires – one certified umpire for round robin games, two for semi-final and final games.
- Round robin games will be played to determine seeding for single elimination round.
- Seeding rules
 - Overall won/lost record
 - Head-to-head record if teams played each other & only 2 teams tied
 - Fewest runs allowed
 - Coin toss
- Game length is 6 innings for 10's and 12's; 7 innings for the 14's. The international tiebreaker shall be used starting in the 7th inning for 10U and 12U, and in the 8th inning for 14U, provided time permits. A round robin game may end in a tie.
- Time limits for games
 - Round robin games: no new inning may start after 1 hour 30 minutes.
 - Single elimination games (non-final): no new inning may start after 1 hour 45 minutes.
 - Finals: No time limit
 - Final inning shall be played to completion unless the home team is winning and the visiting team has completed their at-bat; no drop dead rule.
- Mercy rule is 15 runs after 4 innings, 10 runs after 5 innings and 8 runs after 6 innings for 12U and 14U.
- Courtesy runners may be used for the pitcher and catcher at any time. The courtesy runner shall be a player not in the batting lineup unless there are no bench players or Cinderella batting is used. The last batted out shall be used when there are no bench players or Cinderella batting is used.
- Slide or avoid at all levels.

- Batting lineups
 - For 12U and 14U, a 10th batter or EP may be used in the batting lineup. The EP must be in the starting lineup and can freely substitute to a field position as long as there is a replacement for the EP.
 - There shall be no Designated Hitter (DH).
 - For 12U and 14U, teams may employ Cinderella batting with free substitution. Normal substitution rules apply when Cinderella batting not in use.
 - Coaches must advise opposing team and umpires of all substitutions to batting lineups (not defensive position changes) when Cinderella batting not in use.
- Pitching distance shall be 40 feet.
- Home team shall be decided by a coin toss prior to the game in the round robin games. The higher seed shall be the home team single elimination games.
- All appeals shall be handled by the umpires on the field. If there is a question on interpretation of rules tournament officials will be available to clarify any issue.
- Managers, coaches, parents, fans and players are expected to control themselves. Failure to do so could result in forfeiture of game.
- No smoking is permitted on the playing the fields, dugouts and tournament grounds.
- Infield practice shall be prohibited prior to the games.
- All teams must provide the home plate umpire and the opposing team with a lineup before each game.
- Home team shall maintain the official scorebook. Winning coach must report the score to the Tournament Director or other designated tournament official.
- All coaches are asked to be patient in the event of inclement weather. Games may be shortened, scheduled changed and tournament format modified at the discretion of the Tournament Director to accommodate adverse weather conditions or other unforeseen problems.

Additional U10 Rules

- 10 players are allowed in the field. A team may have 4 outfielders or 3 outfielders and 1 short fielder. The short fielder must start at least 10 feet into the outfield grass upon release of each pitch and remain in the outfield until the ball has crossed the plate or is hit.
- Batting lineups
 - Cinderella batting shall be used during all round robin seeding games whereby all players attending game must bat.
 - For the single elimination round, Cinderella batting may be used at the discretion of each team. In lieu of Cinderella batting, an 11th batter or EP may be used in the batting lineup and can freely substitute to a field position as long as there is a replacement for the EP. Teams not using Cinderella batting during the single elimination round are bound by normal substitution rules.
- A runner may take a lead upon release.

- Ball in the pitcher's circle ends the play. Runner goes to the closest base.
- Only stealing of 3rd base shall be allowed. Runners may not advance on an overthrow by the catcher on attempted steals. Same applies to pick-off attempts by catchers for runners on either 1st or 3rd.
- No dropped 3rd strike.
- No infield fly rule.
- Pitching distance shall be 35 feet.
- The maximum number of runs that may be scored in any half inning is five (5). Once a team has scored 5 runs in their half inning, their at bat is finished and they next half inning starts.
- Slap hitting shall be permitted but batters shall not square to bunt and then pull the bat back to take a full swing.