

2013 ASA Cape Cod Chowder Cup

Tournament Rules & Procedures

CHECK IN

Team coaches or representatives must report to the Concession Stand at the Bourne High School Varsity Softball Field in Bourne at least 1 HOUR BEFORE GAME TIME OF YOUR FIRST GAME. Teams playing on Friday night may check their team in starting at 5:00 PM. You will also be asked to verify the name of the contact person and contact #.

During check-in, coaches will receive a packet containing:

1. Copy of the rules & procedures for the tournament.
2. Complete schedule for the tournament.
3. (3) MVP of the Game pins (see below).

COACHES WILL BE ASKED TO PROVIDE

1. Insurance Certificate.
2. Proof of Birth for all players. (Birth Certificates, ASA ID cards, and adoption papers are acceptable proof of birth).
3. Rosters must be turned in to the Tournament Director prior to tournament start. Official Rosters should follow the ASA format (visit: www.asasoftball.com for information), and must include player's first and last names, birth date, and shirt number. No additional players will be allowed once this has been turned in.

General Information Applying to All Divisions

1. All teams participating must be ASA sanctioned.
2. ASA umpires will be used for all games. There will be one umpire for each 10U game, two umpires for each 12U, 14U, and 16U games, and the championship games which will have two umpires.
3. MVP of the Game pins will be awarded at the end of each regular game. Pins will be provided by the BYGS.
4. Team coaches (head/assistant) are responsible for team parents and fans on their side of the field. All other individuals will be recognized as helpers and must follow the same rules.
5. Any display of poor sportsmanship by players and/or coaches will result in automatic expulsion from that game and at least the next game at the discretion of the tournament director. Any coach being ejected must leave the area of the field immediately.
6. If any team (coaches, managers, or players) is found hitting balls off any fencing at the complex, said team will be disqualified from the competition and may be asked to leave the grounds. Said team will forfeit its remaining games and entry fee. Simple terms, no hitting balls into the fencing. Please report this to all of your girls and coaches.
7. The car carrying the equipment can park in the reserved parking spaces in the parking lot closest to the playing fields if space is available.
8. NO parking in the spaces designated near the concession stand for umpires and team managers with team equipment. Limited handicap parking is available near both fields.
9. There are no bleachers available. Please inform the girls' parents so they may bring their own chairs.
10. **No consumption of alcoholic beverages is allowed on the premises.**
11. **Absolutely NO GRILLS or OPEN FIRES. POLICE WILL TAKE NOTICE AND SAID OFFENDERS WILL BE ASKED TO LEAVE THE GROUNDS.**
12. **No smoking allowed on the premises.**

13. **RECRUITING OF PLAYERS IS STRICTLY PROHIBITED;** any attempts at recruiting of players by coaches and or parents on school grounds will not be tolerated. Offending team will be disqualified from the competition and will be asked to leave the grounds. Said team will forfeit its remaining games and entry fee. BYGS reserves the right to consider any such evidence when determining the eligibility of the offending organization for future tournament play.
14. **INJURIES:** There will be a first aid kit available for minor injuries at the concession stand and near fields. The Bourne Fire Department will be called for serious injuries. Falmouth Hospital along with Tobey Hospital is nearby.

Game RULES AND PROCEDURES

ASA RULES WILL BE FOLLOWED IN ADDITION TO THE FOLLOWING:

SPECIAL NOTE: ASA RULE CONCERNING FACE GUARDS: All players wearing a helmet must have an approved face guard and chin strap.

1. No infield or batting practice is allowed on the playing field.
2. Both teams must submit a lineup card with FIRST & LAST NAMES, & SHIRT NUMBERS to the umpire and opposing team 15 minutes before game time. In the absence of an official scorer, the home team's book is official.
3. Score keepers for each team must compare scores after each ½ inning and any disputes are to be settled immediately. The home team's book is the official book for that game.
4. After each game, both teams are responsible for reporting game scores to the Concession Stand at the Bourne High School Varsity Softball Field. Phone numbers to call will be included in the tournament packet.
5. All equipment used must meet ASA guidelines as determined by the Umpire in Charge (UIC).
6. THE GAME OFFICIALS ON THE PLAYING FIELD WILL RESOLVE PROTESTS BEFORE THE GAME WILL BE ALLOWED TO CONTINUE. THE UIC'S DECISION IS FINAL. NO PROTESTS WILL BE ALLOWED AFTER THE GAME IS COMPLETED.
7. Should any game be suspended due to weather or unusual conditions, it will be resumed at the point of suspension. See Rain Policy.
8. Game time is forfeit time for all games if teams do not meet ASA Rules of eligibility.
9. **Please clean out the dugout after each game.**
10. If a player is injured or becomes ill during a game there will be no out called for her batting position. If for any other reason, a batter leaves the order, an out will be called.
11. Discretionary benching of a player is allowed. The coach must notify the opposing coach as to such occurrences before the start of or during a game.
12. In the judgment of an umpire or coaches that an injury requires immediate medical attention, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.
13. The umpire shall remove a pitcher from her position in the event she hits three batters in one inning or five batters in the game.
14. Mercy rule is in effect for all games.
15. Batters, runners, bat persons, and player coaches must wear helmets. If the helmet falls off, it must be put back on at the first opportunity. If a runner deliberately takes their helmet off while running the bases, the player will be called out.

TOURNAMENT FORMAT

ALL teams will play a minimum of four (4) games. Round-Robin/Pool Play format on Friday and Saturday. Single elimination on Sunday. Champions and runners-up will receive trophies.

Qualifying Play (Friday and Saturday)

1. Home Team will be decided in all games by a double coin toss at least 10 minutes prior to game time.

2. No inning shall start after 1 hour 40 minutes from the start time. The umpire will start the clock in each game and notify teams of the start time. Qualifying Play games may end in a tie.

Seeding

The Tournament Staff, based on the following, shall determine the official order of finish in qualifying play:

1. Win/Loss Record.
2. If a tie exists, teams will be ranked:
 - a. According to which team won head to head (if only two teams are tied).
 - b. According to fewest runs allowed in qualifying play.
 - c. According to most runs scored in qualifying play.
 - d. Coin Flip.

Sunday (except for Semis & Finals)

Time limit; No inning to start after 1:40.

Go to international tie-breaker if game tied after time limit, or after 7 innings (whichever comes first).

Higher seed home team on Sunday.

Sunday Semis and Finals

No time limit.

Go to International tie breaker after 7 innings.

Championship Game

1. The higher seed team will be the home team unless both teams have the same seed. A double coin toss will be conducted whenever two teams have the same seed.
2. Championship game will have no time limit and the international tiebreaker will begin in the top of the seventh inning or when the time limit expires for the 10U/12U divisions. For the 14U/16U division, the international tiebreaker will begin in the top of the eighth inning. A time restriction may be imposed at the discretion of the tournament director in the event of extraordinary circumstances.

Overall Standings for the Tournament

Overall Standings will be determined as follows:

First place: Tournament Champion

Second place: Tournament Runner-Up

Third place and beyond:

Win/Loss Record

Head to Head

Least Runs Allowed

Runs Scored

Coin Toss

Final standings will be posted at <http://www.bourneyouthsoftball.com> during the week following the tournament.

RAIN POLICY/FORMAT

The Tournament Director/Staff reserves the right to adjust the Tournament Format, rules, schedules, brackets, and field locations as needed to complete the tournament at any time due to prolonged delays or severe weather conditions. The tournament director reserves the right to call any game having progressed to the time limit, or to reduce the number of innings for a completed game to try and keep on schedule. Every attempt will be made to honor the game minimum, however, if a situation develops where a team forfeits or the weather does not cooperate the Tournament Director will make an attempt to reschedule games, shorten games, or cancel games in order to complete the tournament in a timely fashion. In the event of rain or any cause, which interrupts a game, the game must be resumed at the exact point where it was stopped, time

permitting. Our ultimate goal is to be fair to all and give everyone the number of games they deserve. However, there may be unforeseen circumstances that make it difficult for the tournament staff to achieve that goal.

1. If a Game is interrupted at the end of an inning, and at least five innings have been completed and time has expired, the game will be declared complete.
2. If a rain interruption occurs during an inning, at least five innings have been completed and time has expired, the game will be declared complete and the score at the end of the previous inning will be the final score.
3. If a rain interruption occurs at any time prior to the completion of five innings, the game will resume at that point and continue until five innings have been played. The game will continue after five innings only if the time limit has not expired.
4. Games subsequent to rain delay will remain at 1 hour and 40 minute time limit. If in the tournament director's opinion all games subsequent to the rain delay should be shortened to 5 innings and/or a 1 hour time limit in order to complete the tournament on time, the games will be shortened.
5. The above rule may be applied to any portion of the tournament. If the tournament returns back to schedule, games may return to the 1 hour and 40 minute time limit. This is all at the discretion of the tournament director.
6. If the rain delay occurs on Sunday and it becomes impossible to complete the tournament, the two highest seeded teams will be declared the winners of the tournament; the winner will be decided:
 - Head to Head competition
 - Win/Loss Record
 - Least Runs Allowed
 - Runs Scored
 - Coin Toss

Additional Game Rules

Our tournament is intended to provide the maximum playing experience for the players. All games will be played under ASA fast pitch rules except where the following takes precedence over published rules:

10U Division

1. A minimum of 9 players must be available to start a game. During a game should injury or illness occur a team can continue to play with 8 players in the field.
2. Each player shall play a minimum of 2 defensive innings. A **continuous batting order** is to be used consisting of all players present at the game.
3. Free substitution is allowed; at anytime a player may be moved in and out of the line-up as long as they remain batting in the same position in the line-up.
4. A courtesy runner may only be used for the pitcher or the catcher. The courtesy runner may be the player who made the previous out.
5. **No** infield fly rule.
6. **No** stealing home.
7. **No** drop 3rd strike.

12U Division

1. A minimum of 9 players must be available to start a game. During a game should injury or illness occur, a team can continue to play with 8 players in the field.

2. Each player shall play a minimum of 2 defensive innings. A **continuous batting order** is to be used consisting of all players present at the game.
3. Free substitution is allowed; at anytime a player may be moved in and out of the line-up as long as they remain batting in the same position in the line-up.
4. A courtesy runner may only be used for the pitcher or the catcher. The courtesy runner may be the player who made the previous out.

14U Division

1. A minimum of 9 players must be available to start a game. During a game should injury or illness occur, a team can continue to play with 8 players in the field.
2. Extra Player: Each team may use up to two extra players (EP's). These players may play defensively without the need of substitution. This is in addition to the DP/Flex Rule. If you use the EP rule those positions in the lineup remain for the entire game. If you choose to bat 11 players and one is injured you must put someone in that position or be charged with an out when that player would have batted.
 - a. Any team may use 1 or 2 extra players (EP) per game and it must be made known prior to the start of the game and properly indicated on the lineup. The use of an EP without indicating as such on the lineup is an illegal player.
 - b. The EP must remain in the same position in the batting order for the entire game.
 - c. The EP may play defense at any time without her status being affected. She may go in and out of the defensive lineup as often as needed as long as her position in the official batting order is not altered.
 - d. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player that has not been in the game.
 - e. Penalty for a player not remaining in the game: ASA Short-handed rule applies.

16U Division

3. A minimum of 9 players must be available to start a game. During a game should injury or illness occur, a team can continue to play with 8 players in the field.
4. Extra Player: Each team may use up to two extra players (EP's). These players may play defensively without the need of substitution. This is in addition to the DP/Flex Rule. If you use the EP rule those positions in the lineup remain for the entire game. If you choose to bat 11 players and one is injured you must put someone in that position or be charged with an out when that player would have batted.
 - f. Any team may use 1 or 2 extra players (EP) per game and it must be made known prior to the start of the game and properly indicated on the lineup. The use of an EP without indicating as such on the lineup is an illegal player.
 - g. The EP must remain in the same position in the batting order for the entire game.
 - h. The EP may play defense at any time without her status being affected. She may go in and out of the defensive lineup as often as needed as long as her position in the official batting order is not altered.
 - i. The EP may be substituted for at any time with the substitute becoming the new EP. The substitute must be a player that has not been in the game.
 - j. Penalty for a player not remaining in the game: ASA Short-handed rule applies.

DIRECTIONS TO THE BOURNE HIGH SCHOOL AND BOURNE MIDDLE SCHOOL SOFTBALL COMPLEX

From Route 3. Take Route 3 south. Enter rotary and take 1st exit onto US-6 W (Scenic Hwy). Enter rotary and take the ramp towards RT-25/RT-28 S (Providence, Boston, Falmouth). Go right at the fork toward Falmouth over the Bourne Bridge. Enter rotary and take 1st exit onto Trowbridge Road. Drive approximately one half mile. Peebles School will be on the left. Take next left on school service road. Bourne High School is on your right. Go beyond building and take a

right, go beyond side of building and take another right. Entrance to Bourne High School is opposite the flag pole.

From I-495. Take I-495 South. I-495 South will become MA-25 East. Continue over the Bourne Bridge. Enter rotary and take 1st exit onto Trowbridge Road. Drive approximately one half mile. Peebles School will be on the left. Take next left on school service road. Bourne High School is on your right. Go beyond building and take a right, go beyond side of building and take another right. Entrance to Bourne High School is opposite the flag pole.

From the Lower Cape Area. Take US-6 West. Take exit 1. Turn left onto Adams Street go to end. Turn left onto Sandwich Road. Enter rotary and take 2nd exit onto Trowbridge Road. Drive approximately one half mile. Peebles School will be on the left. Take next left on school service road. Bourne High School is on your right. Go beyond building and take a right, go beyond side of building and take another right. Entrance to Bourne High School is opposite the flag pole.

From the Falmouth/Mashpee Area. Take MA-28 North towards Boston. Enter rotary and take the 2nd exit onto MacArthur Blvd/MA 28 North. Enter second rotary and take 3rd exit onto Trowbridge Road. Drive approximately one half mile. Peebles School will be on the left. Take next left on school service road. Bourne High School is on your right. Go beyond building and take a right, go beyond side of building and take another right. Entrance to Bourne High School is opposite the flag pole.