



Specific In-house Tournament Rules

- ALL DIVISIONS MUST WEAR CHIN STRAPS
- Run rule for **both** 12u & 14U: 10 runs after 4 innings, 12 after 5 innings
 - No new inning can start 1 Hour & 20 Minutes after 1st pitch
 - Team may bat 9 plus up to 2 EH's (Extra hitters)
- Courtesy runners may run for the pitcher or catcher at any time, using the last batter(s) to make an out, unless team has subs on the bench, at which point a sub must run
 - There is NEVER an automatic out if a team loses a player in the lineup due to injury
- Pitcher shall be removed by the umpire if she hits 3 batters in an inning, or 5 batters in a game
 - 1st round games will have 1 umpire, elimination rounds will have 2 umpires

ASA RULES APPLY IF NOT LISTED ON THIS PAGE

NO EXTRA INNINGS IN THE FIRST ROUND OF THE TOURNAMENT

ASA International Tie Breaker Rules for games after the 1st round: Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner)

Additional Team Conduct Expectations

- Coaches are not only responsible for their players' conduct, but also the conduct and behavior of parents
 - All dugouts must be cleaned following each game
- Teams must allow **all** participants from a previous game to **fully** exit fields/dugouts before entering dugouts
- Any and all disputes will be handled by the game umpire, should an interpretation of a rule need to be reviewed, the Chief Umpire will be called to make the final call. Judgment calls are **not** something that will be reviewed, e.g. balls & strikes or safe/out calls