



P.O. Box 385 • Riverton, UT 84065-0385 • Info Line: 302-0591  
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#### FIELD LOCATION:

Centennial Park - 13000 South 2700 West, Riverton, UT  
Field A (NW) -- Field B (SW) -- Field C (SE)

#### TOURNAMENT RULES:

- 1 All Amateur Softball Association (ASA) rules will be followed unless otherwise noted.
- 2 Check in with tournament personnel when arriving at the field. **A copy of your completed ASA roster and liability insurance must be submitted** at least 30 minutes prior to the first game. All team managers must have proof of age at all and submit those if requested by tournament personnel.
- 3 Complete line up cards, with names and uniforms numbers, must be submitted to the scorekeeper at least 10 min. prior to the start of the game.
- 4 **POOL PLAY:** Home team is listed first and will occupy the 3rd base dugout, unless a team has just finished playing the previous game and is already in a dugout. Home team for the "winners" and "losers" games will be determined by a coin flip.  
**BRACKET PLAY:** Home team will be determined by a coin flip at home plate during the pre-game conference. In the championship game, the undefeated team will be the home team. If the "IFF" game is played, home team will be determined by a coin flip.
- 5 **Game length:** Pool Play — Game time is 60 minutes (or 7 innings); No new inning will begin after 60 minutes.  
— **Pool play games can end in a tie.** Mercy Rule is in effect - 6 runs per inning for 8U and 7 runs per inning for 10U.  
Double Elim.— Game time is 70 minutes (or 7 innings); No new inning will begin after 70 minutes. However, if a game is tied after 70 minutes, the INTERNATIONAL TIE-BREAKER RULE will go into effect at the start of any new inning after 70 minutes.
- 6 **Special Rules 8 & Under:**
  - No infield fly rule. **A side will retire after 6 runs or three outs, whichever comes first.**
  - Runners cannot steal and walks are not allowed. Runner on 3rd base can only be batted in.
  - When a ball is hit inside the base path, batter/runner(s) may only advance one base unless the ball is misplayed.\*\* A ball hit to the outfield (beyond the base path) allows runner(s) to run as far as they can until the ball is controlled inside the base path. Play stops and the runner(s) stop at the base they are going to. \*\*
  - The coach that is pitching must have one foot in contact with the pitching rubber at the start of each pitch.
  - **All infielders must be outside the chalked 35 ft. arch at the start of the pitch.**
- 10 & Under:**
  - No infield fly rule. **A side will retire after 7 runs or three outs, whichever comes first.**
  - One stolen base per pitch. Runner on 3rd base cannot steal home and must be batted in.  
No dropped third strike rule.
  - When a ball is hit inside the base path, batter/runner(s) may only advance one base unless the ball is misplayed.\*\* A ball hit to the outfield (beyond the base path) allows runner(s) to run as far as they can until the ball is controlled inside the base path. Play stops and the runner(s) stop at the base they are going to. \*\*
  - A batter who receives a base on balls cannot advance past first base until the next pitch.

\*\* If a play is made on a batter/runner and the ball is misplayed, the runner(s) may advance one additional base at risk of being put-out. If runner(s) continue to advance, they do so at their own risk and can be

put-out, however, after play is stopped, they will be sent back. **Runner(s) cannot advance home on a misplayed ball.**

7 Teams may play ten (10) players on defense with free substitution (4 outfielders and 6 infielders).

**Four outfielders must be on the grass until the ball crosses the plate.** Players must play defense at least every other inning and players sitting out must be reported to the umpire.

**Teams must bat the entire roster.**

8 The one minute between innings and conference rule will be enforced.

9 Pool Play games will determine seeds for Double Elimination games. Placement is determined by the following:

- 1 Win-Loss Record
- 2 Head to Head win-loss record
- 3 The Fewest Runs Allowed (Defensively)
- 4 Total Runs Scored (Offensively)
- 5 Coin Flip

10 Game time is forfeit time, unless delayed by late running games. It is your responsibility to check schedules for changes on game times.

11 Please wait for the teams to leave the dugout before your team enters. All garbage in dugouts must be cleaned after each game by the team occupying the dugout. Water and tarps will be provided for each game.

12 If bad weather occurs, games will be rescheduled at the earliest possible date and time. Protests will be ruled by the tournament personnel before play continues. All decisions are final. Judgment calls can not be protested.