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Field Location: Centennial Park – 13000 South 2700 West, Riverton, Utah  
Field A (NW), Field B (SW), Field C (SE)

Tournament Rules:

1. All ASA rules will followed unless otherwise noted below in “Special Rules” section.
2. Check in with tournament personnel when arriving at the field. **A copy of your completed ASA roster must be submitted** at least 30 minutes prior to your first game. All team managers must have proof of age at all times and submit those if requested by tournament personnel. **Proof of insurance must be shown with your ASA roster.**
3. Complete line-up cards, with player names and uniform numbers, must be submitted to the scorekeeper at least 10 minutes before the start of the game.
4. Home Team:
  - a. **Pool Play:** Home team is listed first and will occupy the 3<sup>rd</sup> base dugout, unless a team that has just finished playing the previous game and is already in the dugout.
  - b. **Bracket Play:** Home team will be determined by a coin flip at home plate during the pre-game conference with the umpire. In the championship game, the undefeated team will be home team. A coin flip will determine home team for the “IFF” game, if necessary.
5. Game lengths:
  - a. **Pool Play:** Game time is 60 minutes or 7 innings. No new inning will begin after 60 minutes. Pool play games may end in a tie. No mercy rule.
  - b. **Bracket Play:** Game time is 70 minutes or 7 innings. No new inning will begin after 70 minutes. However, if the game is tied, the International Tiebreaker Rule will go into effect at the start of any new inning after game time has expired.
  - c. **Due to a very full schedule for 2009, if games end early, umpires may choose to start the next game up to 15 minutes early. This will help prevent game delays due to lack of daylight. Centennial Park fields do not have field lights.**
6. Teams may play ten (10) players on defense with free substitution (4 outfielders and 6 infielders). The 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 each inning. Teams must bat the entire roster.
7. Special Rules:
  - a. **8U and 10U:** No infield fly rule. **A side will retire after 6 runs or 3 outs, whichever comes first. Runner on 3<sup>rd</sup> base can only be batted in.** Runner may not advance to home as the result of a misplayed ball. 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 into the outfield (beyond the base path) allows runner(s) to run as far as they can until the ball is returned inside the base path. Play stops and the runner(s) stop at the base they are going to.

- b. **8U:** Runners cannot seal and walks are not allowed. 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 foot arch at the star of each pitch.**
- c. **10U:** One stolen base per pitch is allowed. Runner may not steal home. No dropped 3<sup>rd</sup> strike rule. 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 the play is stopped, runner(s) will be sent back to the correct base. **Runner(s) cannot advance home on a misplayed ball.**

- 8. The one minute between innings and conference rule will be enforced.
- 9.
- 10. Pool Play games will determine seeds for Double Elimination bracket play games. Placement is determined by the following:
  - a. Win-Loss Record
  - b. Head to Head win-loss record
  - c. Total Run Differential (total runs scored less total runs scored against your team)
  - d. The fewest runs allowed
  - e. Coin Flip
- 11. Game time is forfeit time, unless delayed by late running games. It is your responsibility to check schedules for changes on game times.
- 12. All dugouts must be cleaned after each game by the team occupying that dugout. Please clean out all garbage from your dugout before leaving. Please wait for the team leaving the dugout before your team enters the dugout. Water and tarps will be provided for each game.
- 13. If bad weather occurs, games will be rescheduled at the earliest possible date and time.
- 14. Protests will be ruled by the tournament personnel before play continues. All decisions are final. Judgment calls cannot be protested.