



2021 Summer Sizzler Rules

Tournament Rules

1. 13 player max on roster, with no crossing from one team to another. All players must be players from your association/community. All teams must have an approved roster by the director. Any team that has played in 2 or more Class "A" tournaments is deemed a Class "A" team and cannot participate. NO TRAVEL TEAMS.
2. All teams must submit a roster to the tournament director by the Wednesday prior to their first game
3. Teams found using players not on their roster will forfeit all games and be asked to leave the tournament with no refund.
4. 3 game minimum - Dependent on weather conditions - rain/poor weather may affect this. If weather becomes a major issue, refunds will be issues according to the following:
 - i. 2 games played = No Refund
 - ii. 1 Game played = \$125 Refund
 - iii. 0 games played = \$200 Refund
5. Game balls and certified umpires will be provided for all games.
6. Tournament will consist of Pool Play games followed by a single elimination bracket. Weather permitting, all teams will advance to the championship round.
7. Seeding for bracket play will be based on W/L/T. Tie breakers are:
 - a. Head to Head
 - b. Total Runs Allowed
 - c. Runs Scored
 - d. Coin Toss
8. Games will have one umpire. Championship game will have 2 umpires.

Game Rules

1. ASA/USA rules will govern all games. Tournament rules outlined below will supersede ASA/USA rules when appropriate.
2. Each team may field up to 10 players, with 4 being outfielders (8u and 10U), 12u is 9 players with 3 being outfielders.
3. You must have a minimum of 8 players to start and finish a game
4. If an injury occurs to a player, a player on your roster must replace the injured player. If no substitute is available, no out will be charged when the injured player is due to bat, the lineup will simply collapse. Once the lineup has collapsed, the injured player can no longer return to that game.
5. You may substitute a courtesy runner for the catcher at any time. The courtesy runner must be the player who recorded the last out, or a rostered player not currently entered in the game.

6. The scheduled game time is forfeit time. All games forfeited will end in a score of 7-0 for tie breaking purposes.
7. All fields will be considered neutral. A coin toss will determine the home team in pool play.
8. The better seed will be the home team in bracket play.
9. **Time Limit:** There will be a 1 hour 25 minute time limit on all games in pool play and the first 2 rounds of bracket play. At the completion of the 1 hour 25 minute time limit, the inning being played will be finished. Ties are permissible in pool play. A winner must be determined in all bracket games, therefore the International Tie-Breaker Rule will be in effect at the completion of regulation play. There will be NO TIME LIMIT IN THE SEMI FINAL or CHAMPIONSHIP GAMES.
 - a. **If pool play game is tied after regulation, and there is still time on the clock, play reverts to international tiebreaker.**
10. In order to keep the game moving, pitchers will be allowed 5 warm up pitches in their first inning and 3 warm up pitches in succeeding innings. No infield or outfield practice at the start of innings. Please have players hustle on and off the field.
11. A regulation game is 6 innings for 8u and 10u, 7 innings for 12u.
12. **MERCY RULE:** 15 after 3 innings, 12 after 4 innings, 10 after 5 innings
13. No run rules per inning, unlimited scoring throughout the game. (8U See Addendum)
- 14. Infield fly applies at 10u**
- 15. No dropped 3rd strike**
16. Coaches can visit the mound only once per inning. Upon the second visit, the pitcher must be replaced.
17. Helmets must be worn by base runners at all times. Helmets should not be taken off until after the player has left the field. Players will receive one team warning for helmet removal. Subsequent instances will result in ejection of offending player.
18. No Metal Cleats.
19. Teams will be responsible for the conduct of their parents and fans. Teams will forfeit any game in which the umpires deem a team's parents and/or fans are acting to disrupt the game or are acting in a manner that is offensive to the umpires, the other team or spectators. Umpires and the tournament director will make the final determination.
20. The tournament director's decisions will be the final decision. No protests.
21. In the event of inclement weather, the tournament director will have the sole responsibility and discretion in determining how and if any games are rescheduled. The tournament director, if necessary, can change the format of the tournament, number of games, length of games, starting times and use any other means available to compete the tournament.
22. Winning team will report scores to the tournament director for the recording of games.
23. Please have your team ready to play 20 minutes prior to your designated start time. In the event that a game finishes ahead of time, we would like to start the next game early, if possible.

8U Addendum

Above rules will apply, with the following exceptions:

1. Pitching distance 27-35ft. Pitching circle 8ft radius around pitchers plate. Hash Marks will be placed on the field located 35' from each base for the purpose of establishing which base the runners will be assigned to at the end of each play when runners are on base and the ball is controlled by the pitcher within the pitching circle.
2. Teams must have a minimum of 8 eligible players, otherwise the game must be forfeited. Although there is a maximum of 10 players on defense, ALL eligible players must bat and be in the batting order. The batting order must be established prior to the start of the game and cannot be changed once the game has started, with the exception of a player (or players) arriving late. In which case the player (or players) must be added to the bottom of the lineup without penalty.
3. Defensive Positions: All defensive players must wear face masks. Teams will have one player in the catching position (in full catcher equipment) and a (defensive) pitcher. The pitcher must have at least one foot in the pitching circle when the pitch is delivered by the (offensive) coach. 2 outfielders are required if they only have 8 eligible players, 3 outfielders if they only have 9 eligible players, 4 outfielders if they have 10 or more eligible players. Outfielders must start the play in the designated outfield area, and cannot be positioned as extra infielders. Designated outfield areas are left field, left-center, center field, right-center, and right field.
4. Coach-Pitcher: Shall be a member of the offensive team's coaching staff and shall pitch the ball in an underhand motion to each batter on his/her team. The Umpire may allow the coach-pitcher to pitch at a distance between 27' and 35' in a location that will allow the coach pitcher to deliver a flat hittable pitch to the batter. The coach-pitcher must make every effort to avoid interfering with the play once the ball is hit, and until the pitcher is in full control of the ball within the pitching circle.
5. Each batter will be allowed six (6) pitches to hit the ball in play. A batted foul ball on the sixth pitch or beyond will result in an additional pitch. Each batter will get either (6) pitches or (3) strikes, whichever comes first. There will be no walks or hit batters allotted to any batter.
6. Each team will be limited to a maximum of six (6) runs per inning OR three (3) outs, whichever comes first. For the 6th inning, or any inning designated to be the final inning prior to the start of the inning, there will be no run limit, but the mercy rule will still be in effect.
7. The Infield Fly Rule is NOT in effect.
8. Base Stealing is NOT permitted. Leaving the base prior to the **ball being released from the pitchers hand**, will be a dead ball and the offending baserunner will be called out.
9. A play is considered over in a few different scenarios:
 - A. After the 3rd out is made in an inning.
 - B. When an out is made and no one is on base.
 - C. When a base runner is on base and a ball from the infield or outfield is in full control of the defensive pitcher within the pitcher's circle. Runners who have NOT passed the hash mark located between each of the bases prior to control by the pitcher within the pitcher's circle, will be returned to last base they safely touched. If a defensive player makes a play on a runner, the play continues.

10. An overthrow or pass ball at ANY base involving a play on a base runner or batter-runner by a defensive player is a live ball and it is to be played accordingly. Base runners can advance at their own risk. Once the ball is back in full control of the defensive pitcher within the pitcher's circle, any base runners who have NOT passed the hash mark located between the bases (prior to control by the pitcher within the pitcher's circle), will be returned to the last base they safely touched. If a defensive player makes a play on a runner, the play continues.