



# **Niles “All American City” Last Hurrah**

Girls 10U/12U/14U/16U B/C Level GIRLS SOFTBALL TOURNAMENT

Rules and Information Packet

July 28<sup>th</sup>-July 30<sup>th</sup>, 2023

**Rainout Hotline:** 847-583-2777

In the event of inclement weather, the rainout hotline will be updated as frequently as needed to keep teams informed on the playing conditions at each field. The tournament directors have the authority to revise the tournament format, including shortening time limits and/or eliminating games in order to complete the tournament. Coaches will be contacted with any major schedule changes impacting their team.

In the event of severe weather impacting the tournament, teams are eligible to receive a partial refund based on number of games played. Due to upfront tournament expenses, we will be unable to issue a full refund.

**Website:** [www.quickscores.com/niles-parks](http://www.quickscores.com/niles-parks)

Game schedules, scores, and brackets will be updated regularly throughout the tournament. Coaches are asked to add their scores in after each game.

**Alcoholic beverages, pets, and smoking are not allowed on Niles Park District property.**

**We encourage teams to enjoy our Niles Park District facilities between games this tournament weekend!**

**Team Packets Contain:**

- Hard Copy of Rules
- Hard Copy of Schedule
- 4- MVP Medals

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## Check-In:

- Please check in 45 minutes prior to your 1<sup>st</sup> game at the information table located at your field. Coaches will receive their team packets, MVP medals, and any last minute information at this time.
- A signed roster and copy of your team’s insurance certificate is required upon check-in.
- It is the coach’s responsibility to have a copy of each player’s birth certificate on hand at all times in the event of a challenge. Failure to produce a birth certificate for a challenged player within the time allotted by the umpire (generally 5-10 minutes) will result in a forfeit. Any team found violating eligibility rules will be disqualified from the tournament and will not be issued a refund.
- Teams must be ready to play 15 minutes prior to their scheduled game time. If the field is open and the ump is ready, the game may start early.

## Tournament Rules:

ASA rules shall apply except as modified below.

- 4 game guarantee, weather permitting.
  - 3 pool play games followed by single elimination.
  - In the event of inclement weather, the tournament directors have the right to eliminate and/or reschedule games in an effort to get as many games as possible played.
- Game balls will be provided at the start of each game.
- 10U will pitch from 35’ mound, 12U from 40’ mound, 14U/16U 43’ mound
- During pool play, the second team listed will occupy the 3<sup>rd</sup> base dugout. The home team will be determined by a coin flip. In elimination play, the higher seeded team will be the home team and will occupy the 3<sup>rd</sup> base dugout. In the event that a lower seeded team has won and is already occupying the 3<sup>rd</sup> base dugout, they shall remain in the 3<sup>rd</sup> base dugout in the best interest of time. The newly arriving team can take the open dugout.
- Forfeited games will be scored as 10-0. Forfeited games **DO** count towards your 4 game guarantee.
- Teams will not be permitted to take infield prior to the game. Teams may use the foul territory along the 1<sup>st</sup> and 3<sup>rd</sup> base lines to warm up players, as well as the outfield.
- Infield and outfield balls will not be allowed on the field after the 1<sup>st</sup> inning.
- **Coaches have the option of using a continuous lineup in an effort to bat all their players, OR have the option to use the DP/FLEX with remaining players listed as subs. This must be declared in the coaches meeting prior to the game.**
  - Continuous lineup: Late players will be inserted into the last spot of the batting order, regardless of where the team is at in the batting order at that time.

- DP/FLEX: Late players will be listed as a sub.
- New pitchers will be permitted 5 warm-up pitches. Returning pitchers will be allowed 3.
- Courtesy runners are allowed for pitchers and catchers when there are 2 outs in the inning. The last non-pitcher or non-catcher who made the last out will be used as the courtesy runner.
- Uniform jerseys must remain tucked in at all times. In order to be on the field, players must be equipped in proper uniform. Jewelry is not allowed and must be removed prior to game. Hair accessories with hard parts must be smaller than 2 inches.
- **Metal cleats ARE allowed at the 14U & 16U age levels.**
- **It is the home team's responsibility to keep official score for the game. Please verify with opposing team and umpire in between each inning to ensure the score is correct. Coaches will have access to post scores onto [www.quickscores.com/niles-parks](http://www.quickscores.com/niles-parks)**
- **Alcoholic beverages, pets, and smoking are not allowed on Niles Park District property.** Service animals are welcome.

#### **Special Rules for 10U Division:**

- There will be a cap of a 7 run maximum per inning rule applied to every inning of both pool, and elimination games.
- No dropped third strike.
- No infield fly rule.
- Stealing of bases is allowed, including home.

#### **Umpires:**

- Umpire decisions are final. Protests are not allowed.
- Umpires are encouraged to move the game along. Teams should be ready to start their game on time and should promptly hustle on and off the field in between innings.
- It is the umpire's responsibility to keep the official game time. In the event of an injury, the umpire has the option to pause the game clock. If a team is perceived to be stalling, the umpire has the authority to adjust the game clock accordingly.

#### **Sportsmanship:**

- Sportsmanship is stressed. Negative chatter by players, coaches, or parents will not be tolerated. Teams will be issued a bench warning by the umpire for any behavior deemed unsportsmanlike. If the problem persists after the warning, the individual will be ejected from the game. Play will not be allowed to continue until this person leaves the grounds.
- Any player, parent, or coach ejected from a game will face an additional one game suspension. This individual is not allowed to be on the field, the dugout, the stands, parking lot, or anywhere near the team while suspended.

#### **Mercy Rule:**

- 12 runs after 4 innings (3 ½ if the home team is ahead).
- 10 runs after 5 innings (4 ½ if the home team is ahead).

**Time Limits:**

- **Pool Play Games:**
  - 7 innings, or until time expires.
  - No new inning after 1 hour and 15 minutes. Hour 30 drop dead.
  - If a new inning has started prior to time expiring, it must be finished. If the home team is leading after the top half of this final inning, the game will end.
  - Pool play games may result in a tie.
- **Elimination Games:**
  - 7 innings, or until time expires.
  - No new inning after 1 hour and 15 minutes. Hour 30 drop dead.
  - Elimination games may not result in a tie. If the game remains tied after the 7<sup>th</sup> inning, or initial time limit has expired, play will continue using the International Tie Breaker until a winner has been determined.
- **Championship Games:**
  - 7 innings.
  - No time limit.
  - Games tied after the 7<sup>th</sup> inning during the championship game will continue until a winner is determined using the International Tie Breaker.

**Bracket Seeding:**

- Ties between teams with the same record will be broken down as follows:
  - Head to Head competition
  - Total run differential (a max of 10 runs differential per game)
  - Runs allowed
  - Runs scored

**Awards:**

- There will be a MVP award given by each team to an opposing player after every game. Coaches will receive MVP awards for pool play at check in. Umpires will have MVP awards for elimination play. A player may receive only one MVP award during pool play, but may receive another in elimination play.
- Teams finishing 1<sup>st</sup> and 2<sup>nd</sup> place will receive individual trophies. (Max of 15)