

CARPINTERIA VALLEY GIRLS SOFTBALL LEAGUE BEACH CLASSIC ALL-STAR TOURNAMENT - 2016 RULES & REGULATIONS

1. ASA rules will apply in all divisions except as modified by these tournament rules.
2. All teams must be league teams or All Star teams made up from league teams. No travel ball or club teams will be permitted.
3. All teams are limited to a maximum of 14 players; 9 player minimum.
4. Team rosters must be turned in at the check in table 1 hour prior to a team's first game. Team rosters become final at check in time.
5. ASA ID Cards for all team and staff members and proof of insurance must be provided at check in. Age determined as of January 1st
6. No more than 2 adult members of the team staff on the field and 4 adult members of the team staff in the dugout during the game.
7. The home team for each game will be determined by a coin flip prior to the start of the game. The first team listed on the schedule will occupy the third base dugout.
8. The home team must provide a scorekeeper and will be the official scorekeeper. Official scorekeeper is responsible for turning in the game record at the check-in booth immediately following each game. At Viola Fields, the home team is also responsible for operating the scoreboard.
9. Carpinteria Softball will provide the following balls:
 - a. 10" Worth Rif (Yellow) - 8U
 - b. 11" Worth Rif (Yellow) - 10U
 - c. 12" Dudley (Yellow) - 12U & 14U
10. NO infield practice will be allowed before games.
11. Game time is forfeit time.
12. Any manager, coach or player ejected from the game will remain ejected for the remainder of the game only. Upon ejection the individual must leave the vicinity of the field.
13. The Umpire In Chief will handle all protests on the field at the time of the protest and his/her decision will be final.
14. ASA reentry rules apply with one exception. If an injury occurs and no one is left to reenter, a player may reenter to replace the injured player for defense only. Her turn at bat will be skipped without penalty.
15. There will be a 4 run maximum per inning in the 8U, 5 run maximum in the 10U divisions. There is no run limit in the 12U and 14U divisions.
16. The Mercy Rule will apply as follows:
 - a. 15 runs after 3 innings
 - b. 12 runs after 4 innings
 - c. 8 runs after 5 innings

17. Pool play and Semi Final games will have a time limit of 1 hour 30 minutes after which no new inning may start. Championship games will not have time limits. Mercy rule and run rule stay in effect.
18. Pool games may finish in a tie. The international tie breaker will be used in the Championship Bracket games after 7 innings.
19. Tiebreaker Criteria:
 - a. Head to head competition
 - b. Runs allowed
 - c. Runs scored
 - d. Coin flip
20. Pitching and base distances:

a. 8U	30 ft. pitching	60 ft. base
b. 10U	35 ft. pitching	60 ft. base
c. 12U	40 ft. pitching	60 ft. base
d. 14U	43 ft. pitching	60 ft. base
21. Umpires and/or tournament officials will have the responsibility of ejecting coaches, players or spectators for abusive language or other acts that are contrary to the objectives and purposes of ASA. A warning for the first offense MAY be issued at the discretion of the umpires/officials. The second offense by coaches or players will result in ejection of the responsible individual(s) from the game.
22. Copies of lineups will be given to the umpire, opposing team and the official scorekeeper. Lineups will list starting players in the order in which they bat and all available subs. **NOTE:** Each team has the option of batting a straight 9, using DP/Flex, or batting all players with free substitution.
23. **DISCLAIMER:**

The tournament committee will resolve any situation not covered by the above rules or in the ASA Rule Book. All tournament committee decisions will be final.