

BELLINGHAM BASH 2018 Tournament Rules

Please text scores to Chad Kelley @ 508-942-6471

12 and Under – June 22-24

14 and Under – July 6-8

10 and Under – July 20-22

CHECK IN

Team coaches or representatives must report to the Concession Stand at the High Street Fields in Bellingham at least 1 HOUR BEFORE GAME TIME OF YOUR FIRST GAME. In the event of a tournament starting on Friday night teams playing on Friday night may check their team in starting at 4:45 PM.

COACHES WILL BE ASKED TO PROVIDE

1. Insurance Binder/Certificate. It is recommended that a team email the binder to the tournament director before the start of the tournament.
2. Proof of Birth for all players. (Birth Certificates, USA ID cards, and adoption papers are acceptable proof of birth).
3. USA Rosters must be completed and available. Rosters are limited to 15 players. These must be turned into the Tournament Director prior to tournament starting. No additional players will be allowed once this has been turned in.
4. All teams must have an A.C.E Certified coach present in the dugout or on the field for the entirety of the game. No exceptions.

General Information Applying to All Divisions

1. USA umpires will be used for all games. 10U and 12U divisions will have one umpire for all pool play and the initial rounds of the playoffs and two umpires for the semifinals and championship games. 14U division will have one umpire for all pool play and two umpires for all playoff games.
2. The BGSA enforces a ZERO Tolerance policy. Any infraction will not be tolerated.
3. Team coaches (head/assistant) are responsible for team parents and fans on their side of the field. All other individuals will be recognized as helpers and must follow the same rules.
4. Any display of poor sportsmanship by players and/or coaches will result in automatic expulsion from that game and any remaining games in the tournament. Any coach ejected for these reasons must leave the playing field area immediately for the rest of that game and any remaining games. Failure to comply may result in games being forfeited.
5. No consumption of alcoholic beverages is allowed on the premises of the High Street fields.
6. Parking on High Street is not permitted per BPD.
7. Please NO GRILLS at the High Street Fields.

Game RULES AND PROCEDURES

USA RULES WILL BE FOLLOWED IN ADDITION TO THE FOLLOWING:

SPECIAL NOTE: USA RULE CONCERNING FACE GUARDS: All players wearing a helmet must have an approved face guard.

1. No infield or batting practice is allowed on the playing field.
2. Both teams must submit a lineup card with FIRST & LAST NAMES, & SHIRT NUMBERS to the umpire and opposing team 5 minutes before game time. In the absence of an official scorer, the home team's book is official.

3. Scorekeepers for each team must compare scores after each ½ inning and any disputes are to be settled immediately. The home team's book is the official book for that game.
4. Both teams are responsible for reporting game scores. Phone numbers to call will be included in the tournament packet.
5. All equipment used must meet USA guidelines as determined by the Umpire
6. Absolutely no jewelry, including earrings, bracelets or necklaces. No taping of jewelry (ex. BandAids) is allowed. Medical bracelets are allowed.
7. THE GAME OFFICIALS ON THE PLAYING FIELD WILL RESOLVE PROTESTS BEFORE THE GAME WILL BE ALLOWED TO CONTINUE. THE UIC'S DECISION IS FINAL. NO PROTESTS WILL BE ALLOWED AFTER THE GAME IS COMPLETED.
8. Should any game be suspended due to weather or unusual conditions, it will be resumed at the point of suspension. See Rain Policy.
9. A minimum of 8 players must be available to start a game and play a game. An automatic out will be recorded in the 9th spot every time. During a game should injury or illness occur, a team can continue to play with 8 players in the field.
10. Game time is forfeit time for all games if teams do not meet USA Rules of eligibility.
11. Please clean up the dugout after each game.
12. It is the judgment of the umpire if an injury requires immediate medical attention, the ball is immediately called dead and the player is attended to. Placement of runners and batters is at the umpire's discretion.
13. The umpire shall remove a pitcher from her position in the event she hits three batters in one inning or five in the game.
14. Batters, runners, bat persons, and player coaches must wear helmets. If the helmet falls off, it must be put back on at the first opportunity. If a runner deliberately takes their helmet off while running the bases, the player will be called out.
15. Catcher's equipment will include a mask, throat guard (or hockey style mask instead), helmet, and chest protector.
16. Ondeck batters need to be behind the fence and cannot warmup on the playing field.
17. Mercy rule is in effect for all games 15 runs after 3 complete innings, 12 after 4 and 10 after 5. If losing, home team will get to bat in the bottom half of the inning.
18. All other USA rules apply.

TOURNAMENT FORMAT

Teams will play three games in pool play for seeding in Sunday's singleelimination round. Champions and runnersup will receive trophies.

Pool Play

1. Home Team will be decided in all games by a double coin toss at least 5 minutes prior to game time.
2. All games will not start a new inning after 1 hour 30 minutes. Once an inning begins and time expires, the inning must be completed per USA rules. Clock starts on first warmup pitch.
3. The umpire will start the clock in each game and notify teams of the start time. The international tiebreaker* will be used in pool play only if played within the time limit. Pool play games may end in a tie.

* Tiebreaker Rule The player who is scheduled to bat last in the inning will start at second base with the player batting after her in the order leading off in the tiebreaker inning. If a winner is not determined, the next inning and each inning thereafter, the runner will begin at 3rd base. Each team has 3 outs to try to score runs. This format is to be used until someone wins or the game is called at the discretion of the Tournament Director.

Singleelimination Seeding

The Tournament Staff, based on the following, shall determine the official order of finish in qualifying pool play:

1. 2 Points for Win and 1 Point for a Tie.
2. If a tie exists, teams will be ranked:
 - a. According to fewest runs allowed in pool play.
 - b. Head to head
 - c. Coin flip
3. The umpire will start the clock in each game at the first warm up pitch and notify teams of the start time.
4. During singleelimination, the international tiebreaker will begin in the top of the seventh inning or when the time limit expires for the 10U/12U divisions. For the 14U divisions, the international tiebreaker will begin in the top of the eighth inning or when the time limit expires.
5. Semifinal and championship games have no time limit and the international tiebreaker will begin. A time restriction may be imposed at the discretion of the tournament director in the event of extraordinary circumstances.

Overall Standings for the Tournament

Overall Standings will be determined as follows:

First place: Tournament Champion

Second place: Tournament RunnerUp

Third place and beyond:

Total points earned in tournament

W/L/T game average

Least runs allowed

Head to head

Coin Toss

Tournament Results will be posted at <http://www.bellinghamssoftball.org> during the week following the tournament.

RAIN POLICY/FORMAT

The Tournament Staff may change the Tournament Format at any time due to prolonged delays or severe weather conditions. If time is lost due to rain, pool play may be cancelled and single elimination play will begin. In the event of rain or any cause, which interrupts a game, the game must be resumed at the exact point where it was stopped, time permitting. Our ultimate goal is to be fair to all and give everyone the number of games they deserve. However, there may be unforeseen circumstances that make it difficult for the tournament staff to achieve that goal.

Pool Play

1. Time limit clock does not stop during a rain delay.
2. If a rain delay occurs and the time limit is expired, the score of the game will revert back to the last full inning of play.

Singleelimination Play

In case of rain, the Tournament Staff will determine the format for singleelimination.

1. The tournament director reserves the right to call any game having progressed to the time limit, or to reduce the number of innings for a completed game to try and keep on schedule.
2. In the championship round, if the game cannot be continued, and the score is tied, the winner will be the higher seeded team.

Additional Game Rules

Our tournament is intended to provide the maximum playing experience for the players. All games will be played under USA fast pitch rules except where the following takes precedence over published rules:

10U Division

1. Games are 6 innings. There is a 6 run limit in all innings except the 6th inning of the game. If the score is tied after 6 innings, the international tiebreaker will go into effect as previously defined.
2. An 11inch ball will be used.
3. Pitching distance is 35 feet from home plate.
4. A continuous batting order is to be used for all games consisting of all players present at the game. No courtesy runners allowed
5. Any team with a 10 run lead may not steal or advance, by a pass ball or wild pitch or errant throws from the catcher to the pitcher.
6. You may only steal second or third base. There is no stealing of home. Runners cannot leave the base until the ball crosses home plate. In the event a runner leaves the base early, the umpire will call play dead and the runner will be called out. All other runners will be returned to their starting base(s) and the count remains the same to the batter.
7. Batters may not advance on a dropped third strike.
8. Bunting is allowed.
9. No slashing. Batter will be called out on the attempt.
10. No infield fly rule.
11. No Continuous running.
12. A courtesy runner is allowed for the catcher or pitcher. The courtesy runner should be the last person to make an out or if there are no outs the last person to score.
13. All fields will have a double safety bag at first base.

12U Division

1. Games are 6 innings. If the score is tied after 6 innings, the international tiebreaker will go into effect as previously defined.
2. A 12inch ball will be used.
3. Pitching distance is 40 feet from home plate.
4. Any team with a 12 run lead may not steal or advance (by a pass ball or wild pitch).
5. No slashing. Batter will be called out on the attempt.
6. Runners are allowed to steal upon release.
7. A continuous batting order is to be used consisting of all players present at the game.
8. Dropped 3rd strike and can steal home.
9. Continuous running is allowed.
10. A courtesy runner is allowed for the catcher or pitcher. The courtesy runner should be the last person to make an out or if there are no outs the last person to score.
11. All fields will have a double safety bag at first base.

14U Division

1. Games are 7 innings. If the score is tied after 7 innings, the international tiebreaker will go into effect as previously defined.
2. A 12inch ball will be used.

3. Pitching distance is 43 feet from home plate.
4. Any team with a 12 run lead may not steal or advance (by a pass ball or wild pitch).
6. Runners are allowed to steal upon release.
7. Dropped 3rd strike and can steal home.
8. Continuous running is allowed.
9. All fields will have a double safety bag at first base.