

K-Town Klassic

Tournament Rules of Play

ASA RULES APPLY

REVISED SEPTEMBER 3, 2008

Registration / Rosters:

1. All players must be registered before playing in a game. All players must present a photo ID at the time of registration, as well as, have a photo ID at all times during round robin and tournament bracket play.
2. No players may register for your team or be added to the team after the first pitch of the team's second round robin game.
3. Any player(s) found playing without having signed the player roster would result in their team being eliminated from the tournament.
4. Lineup cards and an official scorebook will be provided to each team.
5. Protest deadline: No player protests are allowed after 12:00 PM on Sunday September 14, 2008.

Game Information:

1. A team may play up to 12 players (ten players on the field and the 11th and 12th are extra hitters – keep in mind that if an extra hitter doesn't bat each time through the lineup an out is recorded). Games may be started with nine players. If a game begins with nine players and a tenth player shows up, then that player may immediately enter the lineup in the 10th batting position. If a team starts with 10 players and an 11th player shows up, the 11th player may be used only as a substitute for an original player. All substitutes must be listed on the original lineup.
2. Uniforms are not mandatory, but similar colored/style shirts are "preferred." Each player shirt must be numbered with a 4"-6" number on the back.
3. Visible jewelry (watches, bracelets, rings, necklaces, earrings, lip rings, nose rings, etc.) which presents a hazard of injury must be removed before play. Jewelry is allowed at the umpires' discretion.
4. No team will be allowed to take infield or batting practice on the fields being used for the tournament.
5. Lineups (including player first name, last name, and jersey number) must be submitted to the official scorekeeper 15 minutes prior to game time. The official scorekeeper is upstairs – cleats may not be worn inside the building. Make sure that your lineup includes the field number and your team name at the top. Copies of the lineup should also be presented to the umpire and the opposing team.
6. NO grace period is allowed for any round robin or tournament bracket game.
7. Round Robin games are drop dead at 55 minutes. Ties in round robin are allowed. DUE TO QUICK TURNAROUND BETWEEN GAMES, PLEASE LEAVE THE DUGOUT IN AN EFFICIENT MANNER AND BE READY TO ENTER THE DUGOUT QUICKLY IN AN EFFICIENT MANNER. All games are scheduled for 7 innings. Tournament bracket games have a 55 minute time limit (no drop dead in tournament bracket games). The championship and "if" games in each division have no time limit, but the run rule applies.
8. Bracket play: In the event of a tie at end of regulation play or time limit, each team starts the extra innings with a runner (the previous out) on second, otherwise, play is normal.
9. Home team for each game is determined by coin toss prior to the start of the game. It is each team's responsibility to verify score is correct after each ½ inning.
10. Each team should have a scorekeeper. In the event of a scoring error, check with the home plate umpire immediately.

11. All batters come to the plate with a one and one count (1-1). However, one courtesy foul is given to each batter after two strikes.
12. The orange safety (when available) must be used by the runner on plays at first base. Umpires discretion to penalty.
13. Players must avoid contact or slide on close plays at second or third base or at home plate. Remember, slide or yield to play.
14. One courtesy runner per team per inning is allowed. The courtesy runner will be the last out made. If one comes off the bench to pinch run (as opposed to being a courtesy runner), one is considered a substitute and subject to the rules regarding substitution.
15. Equipment: All legal ASA bats may be used. No titanium bats. The latest list of illegal bats will be provided at the coaches/managers meeting. Metal cleats are illegal.
16. "Out of the Park" Home Run Limits: C-1, and D-0. *Anything above the stated limit will be recorded as an out.*
17. Run Rule: 15 runs after 3 innings; 12 runs after 4 innings; 10 runs after 5 innings.
18. Stealing is not allowed.
19. Any player with an open, or bleeding, wound **MUST** leave the game immediately until the bleeding has stopped and has been properly bandaged. The official time clock does not stop for injury or protest unless the injury requires transport from the field for medical attention.
20. Any team unable to field nine players at any time shall be subjected to forfeit. A forfeited game will be scored as 7-0.
21. Once games begin, they are under the jurisdiction of the umpire. Umpires shall have the authority to rule on any specific point not covered in these rules.
22. Seeding for **Open C and D** divisions double elimination play will be based on the following in order presented: A. win/loss/tie record, B. run differential, C. runs allowed, D. head-to-head (if applicable), E. Coin toss. **Women's** division will play three round robin games and use the same criteria to determine placement in the Women's Competitive bracket or the Women's Recreational bracket.
23. For the **Open C and D** divisions - in the event that two teams are about to be matched in the first bracket game, tournament committee will attempt to adjust the lower of the two seeded teams down a seed to avoid playing the same team immediately in the bracket.
24. No player's attire should expose any portion of the buttocks, testicles, breast for women, underwear, or any other portion of a player's body that may be deemed offensive to other players.
25. Artificial noise makers are not permitted. Offending fans (either with offensive comments or noise makers) will be asked to stop and teams may be subject to forfeit if its fans are not encouraged to improve. Umpires have the power to have offending fans removed. We are here to have fun and play softball!
26. Team managers must have full control of their players at all times, including on and off the field.
27. In case of a disputed play or decision, the team manager or captain may consult game officials; remaining players, coaches, sponsors, and fans should remain out of the discussions.
28. In the event of inclement weather the Tournament Committee will decide the resumption of play and any format changes.



Important Notes concerning Knox County Parks and Recreation and Caswell Park

1. At **no** time can players, managers, coaches, sponsors, and fans be allowed to **smoke** on the field or in the dugout areas.
2. Tobacco products and alcoholic beverages are **not** allowed inside the gates of the Caswell Park.
3. One "team cooler" per team is allowed inside Caswell Park and subject to inspection. The team cooler may only contain ice, water, and Gatorade or Powerade type drinks. No glass.
4. Pets are not allowed in Caswell Park.
5. Upon entering the ballpark, please read all posted notices carefully.

