

SO. CAL MIZUNO Fastpitch Tournament Rules

-ASA rules will apply

1. Time Limit: No new inning after 1 hour and 15 min. Drop dead 1 hour and 20 min. No time limit on championship games. The umpire will keep official game time. Game time starts after pre game meeting at the plate.

2. Run rule: 10 after 3/ 8 after 4/ 6 after 5

3. Tie: In Pool Play- if at the end of 7 innings or if the time limit expires, games will end in a tie. Any pool game can end in a tie. After Pool Play- games can not end in a tie. If at the end of 7 innings, or time limit expires, the next inning starts with a runner (the batter scheduled to bat last in the respective half inning) at second base.

4. Ball: ASA approved ball.

5. Game Time: Game time is forfeit time unless the delay is created So. Cal Mizuno.

6. Extra Hitter: Teams may insert an Extra Hitter anywhere in their line-up at the beginning of the game, giving them 10 hitters, any 9 can play defense.

7. Home Team: Flip for home team in pool play. Playoffs games will allow the higher seed to be home team. If the two teams have the same seeding a head to head tie breaker will be used. If the two teams have not played each other home team will be decided by coin flip.

8. Protest: No protest will be allowed! Umpire has final decision!

9. Roster: Rosters are final at time of check in and may not be added to during the tournament.

10. Softballs: Teams must provide all game balls. Please bring one new ball and one used per game. (any ASA approved ball is acceptable.) Balls are returned after the game.

11. Championship Games: No time limit. Run rule still in effect.

12. Decisions: The Tournament Director shall have final decision on all tournament questions.

***In pool Play if the home team is winning and time expires the game is over.