

Hope's Turn At Bat

2023 Tournament Rules and Policies

SECTION A: REGISTRATION AND PARTICIPATION

1. Teams must check in with their respective Age Group Director at the assigned field at least 45 minutes prior to their first game time.
2. It is recommended that teams email a roster, which includes the full name, date of birth and jersey number of each player, along with proof of insurance to the tournament director at hopes.turn.at.bat@gmail.com. If you have not completed this prior to the start of the tournament, you will be required to provide this information upon check in.
3. The head coach/manager must have birth certificates for every player on the roster available to present at the request of any tournament official, umpire, or opposing coach.
4. If a team has less than 8 players at game time it will be called a forfeit.
5. Rosters may not be modified after initial check in. No player may be listed on the roster of more than one team in the same age group.
6. For preliminary games only, if additional players arrive after the game begins, they may be added to the line-up at the end of the batting order, and may take the field immediately if a team is playing with 8 players; after notification has been given to the opposing coach and the umpire.
7. Each team is responsible for bringing a team roster and line-up to each game.
8. Each **home** team **MUST** report final game scores to the tournament director by texting to 216-538-1916. Please include the following information: Age Division, game time, home team + score, Away team + score. This information is imperative to keep Tourney Machine current.

SECTION B: SPORTSMANSHIP AND SPECTATOR COMPORTMENT

1. No arguing of umpire calls will be permitted. No protests, the decision of the Home-Plate-Umpire is final with regard to the actions of the game.
2. Only the head coach/manager should discuss issues with an umpire.
3. Inappropriate/Unsportsmanlike behavior by a manager, coach, player, or spectator, as determined by the Umpire, Tournament Director, Tournament Competition Director, or other official tournament representative, will result in that individual being removed from the game, playing area, or spectator area for the current and subsequent game.
4. There will be zero tolerance for foul or abusive language, physical actions, gestures, or chants and cheers that disparage or disrespect a manager/coach, an opponent, umpire, or tournament representatives. In the spirit of our event, each team is expected to demonstrate respect and cheer for themselves, not against each other.
5. Team managers/coaches will be responsible for controlling their fans. No warnings will be given. A second offense will result in removal from the tournament and park premises.

6. Canopies, umbrellas, and sun shade devices may be used to shade the team or spectators provided access to and from the dugout and spectator seating areas are not obstructed.
7. Spectators must remain in designated areas; only players, coaches and team scorekeepers designated by the team are permitted in the dugout/bench and the playing field.
8. All local park rules, regulations and policies are applicable at all venues and will be strictly enforced by community service and law enforcement personnel.

SECTION C: GAME PLAY AND TOURNAMENT PROCEDURES (ALL DIVISIONS)

1. Once the game ends, hurry off the field (change gear and coaches/team meetings must be done off the playing field.) Each team is required to remove all refuse from their area prior to leaving the premises.
2. Please limit warm-up to designated areas. No warm-up on infield surface; may use foul territory for ground ball work prior to game. Please vacate the infield area when service crews are dressing the field.
3. **FORFEIT GAMES:** forfeited games will be recorded as a 10-0 victory for the awarded team and a 0-10 loss for the forfeiting team.
4. **SOFT TOSS:** Absolutely no soft toss against field fences.
5. **RUN RULE:** Applies to all games.
 - a. 12 runs after 3 innings
 - b. 10 runs after 4 innings
 - c. 8 runs after 5 innings
6. **SEEDING:** Results of the three preliminary games will determine placement in elimination brackets. Criteria is as follows:
 - a. Winning percentage in preliminary games (ties count as .5 win and .5 loss)
 - b. Head to Head
 - c. Runs allowed (for all preliminary games)
 - d. Run differential (for all preliminary games, max 10 per game)
 - e. Coin flip
7. **HOME TEAM** will be determined by a coin flip for preliminary games. For elimination games, the HOME TEAM will be the team listed first on the bracket match-up.
 - a. If a Championship game is being played by teams that finished in the same place in their respective pool (i.e. #1 Pool A v. #1 Pool B), then the home team will be determined by a coin flip.
 - b. Official game scorebook will be kept by the designated HOME TEAM. Scorebook keepers for each team are to confer at the completion of each half-inning to reconcile the score. If there is an issue, it is to be brought to the attention of the umpire and the difference reconciled before the game resumes. If the opinion of the home plate umpire, the home team fails to keep an adequate scorebook, the visitors scorebook will be taken as official. The decision of the home plate umpire is final.
8. **CHAMPIONSHIP ROUNDS:** Pools will consist of four or more teams. Teams will be seeded as represented in Paragraph 6. The Tournament Management may alter this format at his/her discretion based on the number of teams registered for a specific age division. Notification of this change will be provided prior to the start of the tournament – the four game guarantee will be upheld.

9. CHAMPIONSHIP AWARDS: Awards will be given to all division champions and runners-up.
10. HERO AWARD: Each team will receive an award to be presented to a person affiliated with the team that is a cancer warrior or survivor. The team may present this award at any time the team feels appropriate to do so.
11. SPORTSMANSHIP AWARD: At the discretion of the tournament management, sportsmanship awards may be handed out by the tournament management/team to individuals observed to display generous behavior and treatment of others.

SECTION C(A): GAME PLAY AND TOURNAMENT PROCEDURES (10U TO 18 AND OVER DIVISIONS)

1. In all games, preliminary and elimination, game play will be regulated by ASA rules with an addition of up to two additional batters (AH) in the line-up for all games at the manager's discretion, allowing up to 11 batters for all games, DP/Flex may also be used in addition. A team may also bat their entire roster; the manager must alert the opposing team manager prior to the start of the game. If, when roster batting, a player is injured or takes ill and must be removed from the game, her spot in the order is skipped without penalty, and that player may return. If when roster batting, a player is ejected from the game by the game official, then that player's spot in the line-up shall be recorded as an out whenever she comes up in the batting order.
2. Dropped third strike applies.
3. A courtesy runner may be used for the current pitcher or catcher at any point in the inning. This player may be a bench player not currently in the batting line-up, or the last batted out, or if the pitcher or catcher is the leadoff batter of an inning, then the player preceding her in the batting order may serve as courtesy runner.
4. TIME LIMIT: Preliminary games will run 70 minutes, completing the inning or maximum of seven innings, whichever occurs first. If a preliminary game ends in a tie, it will stand. Semi-Final games will run 75 minutes, completing the inning or a maximum of seven innings, whichever comes first. Championship games will run for seven complete innings.
5. INTERNATIONAL TIE-BREAKER RULES are in effect for all elimination games except the Championship games. Last batted out goes to second base, no outs or count on the batter. The game should be played until a winner is determined.

SECTION C(B) (8U DIVISION)

1. 11" ball; Pitching distance is 35 feet; pitching circle is 8 foot radius around pitchers plate at 35'. The coach pitcher must have one foot in the circle at the time of release of the pitch.
2. TIME LIMIT: Preliminary games will run 70 minutes, completing the inning or maximum of six innings, whichever occurs first. If a preliminary game ends in a tie, it will stand. Semi-Final games will run 75 minutes finish the inning or maximum of 6 innings, whichever comes first. Championship games will run for six complete innings.
3. The defensive coach decides whether to have their player or an offensive coach pitch. If a player pitches and gets to 4 balls on a batter before the batter either puts the ball in play or strikes out, an offensive coach will pitch the remaining strikes to finish the at bat until the batter either puts the ball in play or strikes out. No walks are allowed.

4. Balls and strikes will be called by the umpire, including when coach is pitching. Count is carried over from player-pitch to coach-pitch. A batter can strike out, but may not walk.
5. No bunting when there is coach pitch.
6. No team shall score more than six runs in any inning except the final/6th inning, which is unlimited if game reaches inning.
7. Can bat everyone (coaches option). Free defensive substitutions.
8. Four outfielders are allowed (must be 15 yards beyond base path).
9. 6 run rule per inning. No catch up rule allowed.
10. No leaving any base until the ball crosses the plate.
11. There can be one offensive coach (pitcher) and two defensive coaches in the field, the defensive coaches must be positioned in the outfield grass.
12. The offensive coach (pitcher) may not coach the runner on the bases. Dead ball if hit ball contacts coach pitcher (hitter stays at bat / no pitch counted). Coach Pitcher must make an aggressive attempt to move out of the way of the player pitcher when they are making a play.
13. The pitcher player must remain within the pitching circle at the time the batter swings. The pitcher player cannot run the ball to any base unless they field the ball within 5 feet of the base. When the bases are loaded, the pitcher cannot run the ball home for the force out. The pitcher must make a throw home for the out. This is a judgment call of the umpire and cannot be questioned.
14. There is no infield fly rule.
15. Foul balls behind home plate must be above the batters head to be caught for an out.
16. On an overthrow to first base, runner is limited to one base.
17. On an infield hit, runners may advance as many bases until the pitcher player has the ball in the circle and the umpire calls "time out."
18. Play stops when the pitcher player has the ball in the circle and is not making a play. All other runners that are in motion when the umpire calls "time out" must be across the halfway mark to advance to that next base. Runners are permitted to advance to bases if would be considered a force situation.
19. Sliding is permitted and encouraged to avoid contact. If a player does not slide at home plate and a play is attempted on that runner, she will be out.

SECTION D: EQUIPMENT

1. No jewelry – including ear, eyebrow, lip, nose and tongue piercings.
2. Metal cleats are permitted for 14U and up; non-metal cleats must be worn by players 12U and below.
3. Bats, protective gear, and support/medical treatment measures (i.e. braces or splints) must be acceptable by ASA standards for fast-pitch softball for the appropriate age bracket.
4. Any warm-up equipment, such as tees or nets must be set up in areas out of play where practice or warm-up activities will not interfere with active games.

SECTION E: INCLEMENT WEATHER POLICY AND PROCEDURE

1. Evacuation: if lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters.
2. Thirty-minute rule – all games shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming any game. Any subsequent lightning or thunder after the beginning of the 30-minute count shall restart the clock, and another count shall begin. If games can be resumed prior to a 45-minute delay, games will resume from the point of suspension.
3. During the course of all tournament games, in the event games are suspended due to inclement weather, and cannot be resumed after a 45 minute delay, at the discretion of the tournament management, the following procedure will be adhered to:
 - a. A game will become official if 3 or more completed innings are concluded and the game in progress has been suspended for 45 minutes or more. The score of the game will be recorded as it stands if the game is in the bottom half of an inning and the batting team has the lead. Otherwise, the score will revert to the end of the last completed inning.
 - b. If fewer than 3 innings have been completed, a preliminary game may be resumed, if, at the discretion of the Tournament Director or Competition Director, time is available in the game schedule. All elimination games will be resumed at the earliest opportunity.
 - c. If weather conditions are such that the Tournament Director decides an elimination game cannot be resumed, the winner will be declared by the team leading after the last completed inning. If a tie exists, the winner will be determined as the team with the most bases earned during the game. If a tie still exists, then the winner will be decided by the total base hits in the game and lastly by a coin flip.

Our tournament leadership respectfully requests that all participants keep in mind that this is a non-sanctioned charity event for the fight against cancer. We want this to be an enjoyable experience for all who participate, especially the girls and young women that are member of each respective team. Good sportsmanship, respect for all and tolerance are strongly encouraged. Thank you and have a wonderful weekend at Hope's Turn at Bat!