

Wide World of Indoor Sports

2013/2014 Tournament Rules

1. Official ASA rules will be in effect throughout the tournament where applicable.
2. All coaches, players and parents are expected to behave and act in a responsible and respectful manner. Anyone ejected will be required to leave the complex for the remainder of the tournament. Refusal to leave may result in forfeit of the game and/or the team's removal from the tournament.
3. Line-ups must be presented to the plate umpire and opposing team prior to the start of each game.
4. **TIME LIMITS:**
Games are 6 innings or 1 hour (Drop Dead), whichever comes first.
Exception: Final Championship Game will be 6 innings or 1 hour 20 minutes (Drop Dead), whichever comes first.
5. A Maximum of **4** runs can be scored per inning until the last inning where there are unlimited runs. Managers of both teams will be notified by the umpire that the last inning has been declared, based on time constraints. Games can end without last inning being declared.
6. There is no mercy rule.
7. There is no grace period for all games. All teams must be ready to play at their scheduled game time. Any team who cannot field at least 8 players will forfeit the game. All forfeited games will be scored 7-0.
8. There is no infield practice on any of the playing fields.
9. **To help keep games on schedule:** Please have players come on and off the field as quickly as possible. Infield and outfield warm-ups will only be allowed in the first two innings of each game. Pitchers will be allowed three warm-up pitches after the completed second inning. New pitchers will be allowed five warm-up pitches.
10. **Games:** Can end in a tie during pool play. No inning will begin after the time limit has been reached. In Final Championship game, if the game tied at the end of the 6th inning, the international tie-breaker rule will be used at the start of the next inning. Team with higher seed will have option to be home or away in Final Championship game.
11. Seeding tiebreaker rules are as follows:
 - A. Record in pool play
 - B. Head to head
 - C. Runs allowed

D. Coin flip

12. **Free substitution rule.** Any player may substitute for any other player at any time during defensive play. Players may likewise re-substitute at any time during defensive play.
13. **Courtesy runners:** A courtesy runner may be used for the current pitcher or catcher at any time and if a player becomes injured.
A courtesy runner (if used) will be the player who made the last out or if it is the first inning of the game, the courtesy runner will be the last scheduled batter. If last out is injured or on base, skip them and go to the player who made the second last out. Courtesy runner rule is not to be abused and is used at the discretion of team Manager/Coach
14. **Batting:** A continuous batting order will be utilized. All players present at the start of the game shall be placed in the batting rotation. Late arrivals shall be placed at the end of the rotation.

A. The batter will start with a **1 Ball & 1 Strike count.**

B. With continuous batting if a player is injured or must leave the game, no out shall be recorded when it is that player's time to bat. The player is just removed from the line-up. Please make opposing team and home plate umpire aware anytime a player leaves the game.

Exception: Any team who cannot bat at least 8 players will forfeit the game.

15. **Bench Area:** Home team will be assigned to the third base bench area. Visiting team will be assigned to the first base bench area. Only players, coaches and scorers are allowed in the bench area. Teams are responsible for picking up trash in and around their bench areas after games. Please leave the bench area promptly to allow teams for the next game to move in.
16. **Equipment:** Please make sure that all bats meet the current ASA standards and all equipment is in good working order and meet ASA standards. Ball will be, 12", 47 Cor., 375 Comp., Yellow Optic Cover with Red Stitch.
17. **Pitching Distance:** Pitching distance for the 10U Division will be 35 ft. 12U Division will be 40 ft., Pitching distance for the 14U/16U/18U Divisions will be 43 ft.
18. **When a fair batted ball:**
 - A. Makes contact with the ceiling above the lights or the lights themselves, the ball is dead and it is a strike on the batter. If the Batter has two strikes and the ball makes contact with the ceiling above the lights or the lights themselves, the ball is dead and the batter is out.
 - B. Makes contact with the BLUE colored portion of the outfield wall in the air, bounces or deflects off a defensive player the ball is live and in play.
 - C. Makes contact with the WHITE colored portion of the outfield wall in the air, bounces or deflects off a defensive player from the right field foul pole, to the metal support in the dome in right center field, it will be ruled a ground rule double.

D. Makes contact with the WHITE colored portion of the outfield wall in the air, bounces or deflects off a defensive player from the center field fence, to the right center field metal support in the dome, it will be ruled a ground rule triple.

E. Bounces over, rolls under or goes through the left field or left center field fence, it will be ruled a ground rule double.

19. **When a batted ball:** makes contact with the ceiling, lights or walls over foul territory it is a Foul Ball. Ruling as to whether or not the ball makes contact with the White or Blue colored portion of the walls, ceiling, lights or if ball is fair or foul is strictly umpire's judgment

20. **The Right Fielder** shall not make a play on the Batter-Runner advancing to First Base on a Batted ball. Right Fielder may make a play on any runner at any other base on a batted ball other than First base.
(Reason) Right Fielder would not normally be playing that close to the infield on an outdoor Field.

21. **Scorekeeper:** Home team will be the official score keeper. Teams should verify the score with each other and the home plate umpire each half inning. It is strongly recommended that scorekeepers of opposing teams exchange Line-ups prior to game time as to not delay the start of the game. After each game, BOTH teams are responsible for verifying the final score with each other as well as reporting the final score to home plate umpire and tournament officials

22. **WARM UP AREA:**

Only pitchers and catchers are allowed to warm up in the designated area. Teams that are playing at the time have first rights to the area. There is one spot for the home team and one spot for the visitors. If the area is not being used by the teams currently playing, the teams waiting to play the next game may use it. If at any time, the area is needed by the teams playing, the waiting teams must vacate the area immediately, no questions asked.

There are no other warm ups or ball playing of any kind allowed inside or outside of the dome at any time. Keep bats, balls, and all other equipment in your bags until you take the field. This will be strictly enforced.

23. Protests must be settled on the field before games will be allowed to continue. Protest committee (Umpire-In-Chief and Tournament Director) decision will be final.