

Kick-Off Classic 14U Tournament Rules



- Please, no carry ins! We offer a full concessions stand.
- Teams are limited to 13 players on roster. Players who turned age 15 prior to January 1 are not eligible to play in this age bracket.
- Teams shall arrive on site 45 minutes prior to the scheduled start time. If the previous game finishes early, teams may be asked to begin play earlier than scheduled.
- Final roster must be turned into the registration table 30 minutes before the first game. No changes may be made to the roster after that time. Proof of age needs to be available should questions arise. It is the responsibility of the coach to provide this information should they be asked. Eligibility is set by ASA Governing rules. Games will be forfeited in which an in-eligible player has been used.
- Players can only be included on one roster for the tournament.
- Game length:
 - Pool Play: A complete game will be 7 innings, however a new inning will not start after 1 hour and 15 minutes. Tie games in Pool Play will be recorded as a tie.
 - Bracket Play: A complete game will be 7 innings, however a new inning will not start after 1 hour and 15 minutes. Games will not end in a tie. If a game is tied at the end of regulation, the International Tie Breaker will be used; beginning with the next full inning, the player who made the last out will start the inning on second base and there will be no outs. Championship games will not have a time limit.
**(In the case of inclement weather, games maybe shortened. Starting time will be determined by the tournament director prior to play).
- Home team is determined by coin flip prior to start of game for Pool Play. In Bracket Play the higher seed is the home team. Home team will keep official scorebook.
- 15-run rule after 3 innings and 10-run rule after 5 innings.
- 43' pitching rubber, 12" ball.
- Nine players on the field.
- **METAL CLEATS ARE ALLOWED.**
- **Umpires' decisions are final in all instances.**
- Pitchers can pitch an unlimited number of innings per game and throughout the tournament. Five(5) warmup pitches will be allowed between innings max. Seven (7) warm-up pitches will be allowed for a new pitcher max. Intentionally stalling, as deemed by an official or tournament director, may result in a forfeiture of the game.
- Teams must communicate their batting order to opposing coach and umpire prior to the start of each game. Batting order options:
 - Bat the roster with free defensive substitutions. If a player leaves during the game (except due to injury during that game), an out is recorded for that girl's at bats. A player who has left the game cannot reenter the game.

- Bat nine using an ASA designated player (DP) in the lineup who is not playing in the field. If you use the DP, you must list 10 girls on your line-up, listing one as the DP. The girl who is playing defense only and not batting should be listed as DEFO and must occupy the tenth spot in the order even though she will not bat.
- Runners may steal any base. A runner may leave base after the ball leaves the pitcher's hand. If runner leaves early, she is out.
- Courtesy runners are optional at any time for the pitcher and catcher. The courtesy runner shall be a player not currently in the lineup OR the last batted out. The pitcher or catcher for this rule is the pitcher or catcher of the previous inning.
- Dropped third strike will be played.
- Walks will be given after four (4) balls.
- Bunting is allowed.
- Sliding is required if play is being made upon runner. It is the umpire's judgment as to whether or not a play is being made and if sliding is necessary.
- Infield fly rule is in effect.
- **After game is completed the final game score must be TEXTED in by the WINNING TEAM.** Coaches need to report scores by TEXTING ONLY to this cell number: 920.850.1307. Please include your age bracket, both team names and the score.
- Coaches are responsible for cleaning out their dugout after the game.
- ASA rules will be followed for any rules not listed here. The tournament director reserves the right to change any of the rules at his or her discretion.
- **Profanity or harassment by a team member, coach or fan toward an opposing team, umpire or official of the tournament will NOT be tolerated. This type of activity can lead to ejection without warning by tournament official or umpire.**
- Following pool play, teams will be seeded as follows:
 - Record
 - Two-Team Tied
 - In any situation where two teams are tied, head-to-head competition between the teams shall determine the higher seed
 - More than Two-Teams Tied
 - Step One:**
When more than two teams are tied the following three criteria in order will determine team ranking of the tied teams:
 1. Runs allowed (if top 2 teams tied, then head to head)
 2. Runs scored (if top 2 teams tied, then head to head)
 3. Draw names out of a hat
 - Step Two:**
Uses ranking until only two teams are tied
 - Step Three:**
When only two teams remain, head-to-head competition between the teams shall determine the higher seed

***SPECIAL NOTE:** All forfeits are scored 10-0