



Girls Indoor Softball Fast-pitch

Location – AD PRO Fieldhouse

Registration and Check-in

- a. All teams must check in at the check in Table prior to their first game and have signed the Bills Fieldhouse Waiver form.
- b. All participants must sign the Buffalo Bills hold harmless agreement.
- c. This is a non-sanctioned tournament and rosters are not restricted. Each team is limited to a roster of 15 players (roster form provided by tourney director).
- d. ~~Cost for the tournament~~ is: \$9 for adults, \$5 for children 10 or under, infants 2 and under are free.

Code of conduct and conflict resolution

- a. **No outside food, drinks, and/or tobacco products of any kind inside of the sports Feldhouse. Drinks are limited to items sold at the concession stand.**
- b. Zero tolerance for any abusive language to any umpire or tournament official. You will be asked to leave the premises.
- c. All calls during pool play are final and cannot be disputed.
- d. Any dispute of rules during pool play should be brought to the umpire and if the dispute cannot be resolved by umpire the game will continue as the tournament director are contacted to resolve the dispute.

Tournament Format

- a. 3 games Climb the Mountain format. Winning teams face each other all three rounds.
- b. Game times will be as follows: Pool play, will be 70 minutes drop-dead time; Revert back to previous inning if home team has not finished batting in current inning. 6 innings maximum.
- c. A maximum **5 runs per inning.**
- d. At the end of 80 minutes a whistle will bow – game is over. If the home team took the lead they win. If the visitors took the lead at the top of the inning they don't win.
- e. If overall tournament schedule is running behind game times may be reduced at the discretion of the tournament director.

- f. Games can start up to **15 minutes early from the stated start time**. Be ready. Game time starts as soon as the pre-game meeting concludes.
- g. If games are tied there will be one inning with runners on second and 3rd (last two outs) – 1 out. If its tied again – coin flip.
- h. Teams should not purposely delay games to preserve a lead.
- i. For the first games of the day you can start warm-up on fields 30 minutes before game start.
- j. Doors will open **30 minutes prior to first game start time**.
- k. The warm-up areas for games are the sidelines. Teams must complete their warm-ups before the game starts.
- l. Please be courteous and share the warm-up space evenly.
- m. Please use spotters to protect teams from ongoing games.
- n. One umpire per game all the way through the game(s). Umpire fees are included in the registration fee.

Rules of Play

- a. **ASA rules** will be followed unless otherwise stated.
- b. Entire roster can bat with defensive free substitution, but all batters must remain in the same position in the batting order the entire game.
- c. There is no pitching limit.
- d. 3 warm-up pitches for 1st inning then 1 warm-up remaining inning. No infield warm-up after 1st inning. Hustle on and off the field.
- e. The last out will be used as the courtesy runner for the pitcher and the catcher if requested.
- f. If an injury occurs and the team is batting their entire line-up and the player cannot continue, an out will be recorded in the line-up if there is not a sub to take their place.
- g. Teams may start and end with 8 players but no less at any point in the game. If there is only 8 players in the line-up an out will be recorded for the 9th batter missing from the line-up.
- h. No metal cleats are allowed in the dome. Plastic or rubber cleats are allowed.
- i. **Mercy Rule:** 12 runs after 3 innings, 10 runs after 4 innings, and 8 after 5 innings. If a game should end early, the next teams should be prepared to start early.
- j. All teams must be prepared to begin 15 minutes earlier than their scheduled start time. Games can start earlier than that if both teams are ready to play.
- k. The umpires will keep the official time and the home team will keep the official book and report score back to tourney director in field house.

Field of Play

- a. HR fences are 150 feet (100 for 10-U and 8-U.) Balls hit cleanly over the fence is a HR. If a ball bounces over the fence or rolls through it is a ground rule double.
- b. Bases awarded on past balls that go out of play will be per standard ASA rules and will be at the judgment of umpire.
- c. All spectators always need to be aware of game play.

Game play Rules

- a. 35 foot pitching machine. 35 MPH speed.
- b. 10 foot out from the plate is a foul ball (umps discretion)
- c. No stealing.
- d. Lead offs after ball leaves machine.
- e. Infield fly Batter is out – if dropped -runners advance one.
- f. 5 runs max.
- g. Dead ball if hit hits pitching machine. Runners advance.
- h. 10 players in the field.
- I. “Pitcher has to be even with the machine.
- j. Umpires decision is final.
- K. When whistle blows game starts – when whistle blows game ends.
- l. Please bring scorecard to scorer's table.