

DASH~N~SPLASH

TOURNAMENT RULES

A S A and Dash ~N~ Splash Tournament Rules will be used

Rec. Teams may play 10 players on defense (4 outfielders 6 infielders). Teams may bat the entire roster with free defensive substitution.

No infield practice is allowed (inside the base lines) no warming up is allowed when any grounds crew members are working on the field. **DO NOT ALLOW ANYONE TO HIT AGAINST FENCES** this will be cause for elimination from the tournament.

Please wait for teams to leave dugout before your team enters and pickup your trash before leaving. Dugouts are not assigned, Please choose a dugout based on availability.

Pool game time limit will be **NO** new inning after 65 min. or 5 innings

Elimination bracket game time limit will be **NO** new inning after 75 min. or 6 innings

Run ahead rule: **pool** games = 8 runs after 50 min. **Bracket** games = 10 runs after 1 hour or 4 innings.

For all 8U and 10U pool and 8U bracket games. 6 runs per inning except Tie Breaker inning: each team will only be allowed 6 runs per inning, when the team at bat scores 6 runs the teams change offence to defense same as they would if they had 3 outs if the home team is behind by more than 6 runs in the last inning they may have the option of batting until time is up or ending the game.

The International Tiebreaker rule will go into effect at the top of the 7th inning or the new inning after the time limit. **The 6 Run Rule will not be in effect for all Tie Breaker innings.**

Line-ups must be given to Umpire at pre-game conference with players **NAME** and **UNIFORM NUMBER** on the line-up, it is courteous to give the opposing team a copy of the line-up. **HOME TEAM will be official score keeper.**

Home team will be determined by the plate umpire by a coin flip at the pre-game conference at home plate. The undefeated team will be home in the championship game. The IF necessary game will be determined by a coin flip.

If bad weather occurs, games will be rescheduled at the earliest possible date and time. If a game is called before it is complete it will be continued from time that it was stopped, **Games will be considered COMPLETE after (3) complete innings,** if the inning is not complete when the game is called (past 3 innings) the score will revert back to the last complete inning.

The Tournament committee will rule on all protests except rule interpretations. The Umpire in chief will rule on rule interpretations. The Tournament committee reserves the right to make rulings not specifically covered herein which are deemed to be in the best interest of the tournament. All decisions of the tournament committee are final.

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8 and UNDER

The coach that is pitching must have both feet on the pitching rubber at the start of the pitch, each batter will receive 5 pitches or three swinging strikes, or whichever comes first. Base runners cannot steal bases.

No infield fly rule. The base line is considered the infield.

8 and under scoring: **RUNNERS MUST BE HIT IN TO SCORE.** No run shall be scored on a miss-played ball. Example: A runner at second base may advance to third on an infield hit but cannot score on a subsequent over-throw. If a base runner advances too far they do so at risk of being put out, once play has stopped the umpire will return the runner to the last base that they were entitled to. Runners can **ONLY SCORE on a BATTED BALL.** (A batted ball becomes a played ball when it has been thrown to the infield whether or not it is in control of an infielder). Only one base advance (excluding home) will be allowed on an overthrow. One overthrow per pitch.

The 8 and under rules are established to give the defense the maximum opportunity to make plays and develop their defensive skills while prohibiting the offence from exploiting the defense's inability to make skilled plays.

10 and Under

10 and under will play with the same Rules as 12 and under with the exception of a 35' pitching distance, an 11" ball, and 6 runs per inning in pool games.