

2006 ASA Softball Mid-America Regional
Girl's 14 & Under Class B Fast Pitch
Tournament Information
July 7-9, 2006
Kent Stein Park – Muscatine, IA

Tournament Site: Kent Stein Park – 501 S. Houser St., Muscatine, IA 52761. Please see enclosed map for directions to the softball complex. **Rain-Out Information (563) 299-0266.**

Host Hotel: Econo Lodge, 2402 Park Ave. Muscatine, IA 52761 (563) 264-3337. Please mention that you are with the Iowa ASA Softball Tournament to receive any special rates that may apply.

Tournament Format: The tournament format will use the ASA three-game guarantee bracket unless unusual circumstances dictate otherwise. Teams were seeded according to their state/metro tournament finish according to the Mid-America Regional Code for this tournament and were protected from playing another State or Metro Association in the first round where possible. This is in accordance with the Mid-America Regional Code.

Rosters: You must use the same roster that you used for the state tournament with the exception of pick-up players. You may pick-up three players from a team in your State/Metro to add to your roster. The pick-up player's names must be on the official pick-up player form available from your State or Metro ASA Office. Pick-up player forms must be signed by your State or Metro Commissioner. Pick-up players can come only from Girl's Fast Pitch teams of the same class or lower that are registered with ASA for the current season and that are no longer eligible to compete in championship play for the current season. **Teams will not be allowed to compete in the tournament if the tournament director does not have your roster and the birth certificates of all players verified. Birth certificates should be in the same order as the names are listed on the roster. All players must have a photo of themselves with a signature of the player on the back of the photo. The photo or photo ID must be presented to the tournament director upon check-in. Failure to provide a photo will result in the player in question being ineligible to compete in the tournament.** Rosters are limited to a maximum of 20 players. **Be sure that all players are listed on your roster, including players not at the tournament site.**

Player Eligibility: The player's age as of Dec. 31st, 2005 determines the age in which the player is eligible to play in 2006. **14 & Under Classification:** A player born after December 31, 1990 is ELIGIBLE.

Uniforms: In accordance with ASA Rule 3-6, (pgs. 66-68) all team members will be required to be in identical uniforms. Metal or hard plastic cleats are not allowed. Chinstraps are required for all batting helmets and all batting helmets must be equipped with NOCSAE Approved Face Guards. If your team qualifies for the regional tournament, all team members will be required to be in identical uniforms.

Line-Ups: When you check in with the tournament director, you will receive one line-up card. You may pick-up additional line-up cards at tournament headquarters. Teams may use their own line-up cards as long as all parties involved receive a copy. The line-up card is a four-part form. The scorekeepers' copy of the form must be turned in to the scorekeeper 10 minutes prior to your scheduled game time. The umpires' copy of the form is to be given to the home plate

umpire at the manager's meeting prior to the game. Please exchange copies with the opposing coach at the manager's meeting.

Please fill the forms out **completely**, with first name, last name, position, and uniform number on the card. Please list all reserves on the card as well.

Protests: Protests must be filed according to ASA code. Legal protests will be ruled upon IMMEDIATELY by the protest committee who are responsible for making these decisions. A \$25 protest fee must accompany all protests. Protests will only be allowed for rule interpretations and player eligibility. Player eligibility protests may be filed at any time, however, for a team to advance in the tournament due to another team's use of an ineligible player, the protest must be filed and acted upon before the protested team's next game.

Game Time: Game time is forfeit time! Please follow the times listed on the tournament bracket. Teams should be prepared to begin play as soon as the preceding game is completed if the scheduled game time has past. Teams may play ahead of a scheduled time only if both teams agree with permission from the tournament staff. (See also - Rain Delay below)

Time Limits: 14 & Under Time Limit: A one hour and thirty minute (90 minute) time limit will be used with no new inning started after time expires.

Run Ahead Rule: A 15 run ahead rule will be used after three innings and an 8 run ahead rule will be used after the fifth inning.

Tie-Breaker Rule: If the game is tied after 7 complete innings (top of the 8th) or the top half of the next inning after the time limit has expired and the score remains tied, the international tie-breaker rule will be used in all games. The last batter due up in the inning will be placed on second base to start the inning.

Rain Delay: In the event of rain or any cause that interrupts a game, the game must be resumed at the exact point where it was stopped. It is the manager's responsibility to report to the tournament director for re-scheduling information. The tournament director reserves the right to change field locations, game times, number of innings played, time limits, or revert to single elimination to assist in concluding the tournament by the set date. If the tournament is unable to be completed on the scheduled date of completion, the following system will be used to determine the order of finish for the tournament:

Incomplete Tournament Order of Finish: (510 J 2 a-d)

1. The team that advances farthest in the winner's bracket
2. Won-Loss records, except among undefeated teams
3. If only two teams are tied for a position and they have played each other, the winner of that game.
4. Teams will be ranked by the fewest number of runs allowed per game played.
5. Teams will be ranked by the most runs scored per game played.
6. If a tie still exists, by a coin toss.

Exception: If there are only two teams remaining and each has one loss, the championship game must be played or the teams shall be declared co-champions.

Home Team/Coin Flip: Home team shall be determined by coin toss, which will be conducted on the field at the pre-game conference with the umpire. Prior to playing your second game

please turn in the tournament evaluation to the tournament director. Evaluation forms will be given to teams at check-in time.

Dugout Assignment: The team listed on the top of the bracket shall occupy the third base dugout. If a team plays back-to-back games on the same field, they shall occupy the same dugout in each successive game as they occupied in the previous game.

Game Balls: Game balls will be provided by the Iowa ASA. The official game ball will be the Dudley SB-12LNDFP-Y Optic Yellow ball for all games.

Conduct of Players, Managers, Coaches and Spectators: All players, managers, coaches and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Failure to do so shall result in the offending person being removed from the game. In serious situations, the offending person will be asked to leave the complex for the duration of the tournament.

IOWA ASA CASUAL PROFANITY/UNSPORTSMANLIKE “TEAM OUT” RULE

Casual Profanity Rule - The umpire has the authority to assess ONE OUT per play against the offending team for the use of CASUAL PROFANITY which shall be defined as expletives (Vulgar or Profane Language), which is not appropriate in a recreational sports setting, used by a player, manager/coach or team representative on the field or in the dugout. Words are not directed at any one individual, but rather are made out of frustration or loss of self-control. In the opinion of the umpire, if these words are audible to the umpire and surrounding players or spectators to the extent that it detracts from the values of softball competition based on good sporting behavior and fair play, the umpire may assess a Casual Profanity Out. Actions of players and/or coaches during the teams final out of their term at bat and/or prior to them taking the field on defense shall be carried over to that teams next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the teams first term at bat. All outs (charged either while on offense or defense) will be assessed against the offending team during their term at bat. Only ONE "Casual Profanity" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of vulgar or profane language exceeding these limits will subject the individuals to ejection from the game for unsportsmanlike conduct. A player ejected from the game for exceeding these limits will not have a casual profanity out charged to the TEAM. The Casual Profanity penalty "out" will be assessed as a TEAM OUT and will not affect any batter or base runner (all action stands). For scoring purposes, the putout will be credited to the catcher.

Sportsmanship Rule - The umpire has the authority to assess one out per play against the offending team for excessive protests, arguments, complaints or behavior not appropriate in a recreation sports setting. Throwing a bat, glove, rude gestures, insulting or disparaging remarks, or baiting or taunting opposing players or game officials would be examples of such actions. Such conduct exhibited by a player, coach or team representative will be penalized. Actions of players and/or coaches during the teams final out of their term at bat and/or prior to them taking the field on defense shall be carried over to the teams next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the teams first at term bat. All outs (charged either on offense or defense) will be assessed against the offending TEAM during their term at bat. Only one "unsportsmanlike" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of continued or excessive unsportsmanlike conduct will subject the individual(s) to ejection from the game. A player/coach/ or team representative ejected from the game will not have a un-sportsmanship out called against them. The Unsportsmanlike penalty "out" will be

assessed as a TEAM OUT and will not affect any batter or base runner (all action stands). For scoring purposes, the putout will be credited to the catcher.

* For the purposes of these rules a Play refers to the duration of one players time at-bat and a teams Term at-bat refers to a teams half-inning, which begins when the third out of the previous inning is made and continues until the third out of the team at-bat occurs.

Game Rules: All rules not covered in this document shall be governed by the ASA rulebook. In the event that something contained in this document conflicts with the ASA rulebook, the ASA rulebook shall govern play with the exception of the run ahead rule and the tie-breaker rule.

Trophies: Team awards will be awarded to the top three teams. Individual awards for the top three teams. Regional Patches for the top team.

Advancement:

The top five teams will advance to the Girl's 14 & Under Class A National in Aurora, CO on July 30 - Aug. 6. Please go through your State Commissioner or state JO Commissioner for information on advancing your team to the National Tournament. A \$50/team travel fund will be distributed equally to the team that qualifies and the highest finishing team that has previously qualified. The travel fund shall be paid to the advancing team (s) following verification of the team's participation in the National Championship for which they have qualified for.

Order Of Finish Completed Tournament (510 J 1 a-c)

- a. The top four teams based upon their actual finish.
- b. Remaining teams listed in descending order of finish according to their bracket position when eliminated.
- c. Tied teams shall be determined by:
 1. The team that advances farthest in the winner's bracket
 2. Won-Loss records.
 3. Teams will be ranked by the fewest number of runs allowed per game played.
 4. Teams will be ranked by the most runs scored per game played.
 5. If a tie still exists, by a coin toss.

Exception: If there are only two teams remaining and each has one loss, the championship game must be played or the teams shall be declared co-champions.

The completed bracket and Order Of Finish will be posted on the Iowa ASA website following each day of the tournament. www.softball.org/iowa

Tournament Director: Ron Zimmerman, Iowa ASA State JO Commissioner

Tournament Umpire-In-Chief: Cathy Creighton, Iowa ASA Deputy Umpire-In-Chief

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