

Iowa Amateur Softball Association Junior Olympic (Youth Fast Pitch) Class “C” VIP Program VIP - Very Important Players



What is it?

The VIP Program is for Iowa ASA Class “C” teams and is designed for “participation” or “recreation” teams. A participation/recreation team is defined as any team who team or their players play in recreational level leagues and do not regularly participate in invitational tournaments.

Goals:

Our goal is to provide a softball program for the non-competitive teams to participate against other non-competitive teams. Participation/recreational teams now have a tournament to compete in without having to compete against “A” or “B” tournament teams. While nurturing an environment of fun, it also gives an overall tournament experience to the players. Our priority is to provide a fun and lasting experience for the recreational softball player.

Tournaments:

Iowa ASA Youth Fast Pitch Class “C” State Tournaments
Select ASA Sanctioned Tournaments

Format: For Iowa ASA State Tournaments

The format is a 4 game guarantee. All teams start in one “Gold” double elimination bracket with an additional “Silver” double elimination bracket for those teams going 0-2 and/or 1-2 in the “Gold” Bracket.

Divisions:

08C, 10C, 12C, 14C. There may be seeded brackets within each division.

Awards: “Gold” and “Silver” Divisions – Iowa ASA State Tournaments

1st Place: Team plaque and individual medals.

2nd Place: Team plaque and individual medals.

3rd Place: Team plaque and individual medals.

4th Place: Team Plaque

Restrictions:

1. Teams must be Individually Registered with Iowa ASA.
2. Class “A” and “B” teams and/or players are **NOT** eligible to participate in these tournaments.

How to Enter:

You can enter these events at www.tournamentasa.com

Teams - This division has no advancement and is set up for teams that are strictly recreational in nature. These tournaments are designed to give teams with little or no tournament experience a chance to participate in a state tournament. Teams generally play in no more than 3 invitational tournaments. Players are less skilled and not as competitive as class B teams. Teams do not have a desire to advance to further levels of Regional or National play.

Teams may have some skilled players, but cannot have all defensive positions filled by highly skilled or experienced players. Class “C” teams play in recreational level leagues and do not regularly participate in

invitational tournaments. Any team which establishes itself as a strong Class "C" team, or which has improved through the addition of higher caliber players, will generally be moved up to Class "B."

A Class C Team may have up to 2 Class "A" or "B" players on their team even if they are a rostered player on another Class A or B Team, however those players that pitch at the Class A or B level may not pitch at the Class C level.

Teams cannot be an "A" or "B" competition tournament team and are **NOT** eligible to play in Class C Tournaments! Any team that enters the Class C Tournaments and that is considered an "A" or "B" team prior to the scheduling of the tournament will have their entry returned. If a team is considered to have entered the tournament after the tournament schedule has been posted, the entry fee will **not** be refunded. If a team is determined to be an "A" or "B" team during the tournament, the team will be removed from the tournament **without** any refund. Any team found to be in violation of the team rules or players rules will be ejected from the tournament **without** refund.

Players - Players are less skilled and not as competitive as class B teams. Teams do not have a desire to advance to further levels of Regional or National play.

General Playing Rules-All Divisions

1. Time Limit

Pool games will consist of 1 hour (60 minutes). Bracket games will consist of 1 hour and 10 minutes. Game start time will be 1 minute after pre-game is over.

2. Run Limit/Spreads

A. 10U - 5 runs scored in an inning will end that inning.

B. 08U, 12U, 14U - 7 runs scored in an inning will end that inning.

C. Run spreads are 12 after 3, 10 after 4 and 8 after 5.

Note: If time has expired and the visitors' team is ahead by runs per inning + 1, the game is official.

3. Players:

All Divisions will field ten players, or that number less than ten available. A team must have no less than seven players to start and/or finish a game. When fielding 10 players, defense must use 4 outfielders and, in the umpire's opinion, positioned in the outfield. All players must bat. Players not in the dugout when play begins will be added to the bottom of the batting order when the player checks in with the Official Scorekeeper. A player that leaves the game for any reason may not return and no out is charged to the team when her turn-at-bat comes due.

4. Injured Player(s)

If an injured player is unable to continue batting and/or base running, the player will be substituted for with the next player in the batting order. The player will be skipped in the batting order without penalty of an out and may not return to the game.

5. Free Substitution

Players may be freely substituted.

6. Scorekeepers.

The home team will furnish the official scorekeeper.

7. Protests:

The Home Plate Umpire and the Official Scorekeeper must be notified of a protest at the time of the infraction and prior to the next pitch, legal or illegal. Tournament UIC will give final rule interpretation.

8. Managers:

Managers are responsible for good sportsmanship by their players, coaches and fans. Failure to show good Sportsmanship by those individuals may result in the ejection of the manager. Profanity by a Manager, Coach, Parent, or follower of the team will result in the immediate ejection of that individual from the game. The

manager is responsible for **all** persons associated with their team. The Manager of each team will see that their dugout area is policed properly after each game.

9. Alcoholic and Tobacco:

The use of alcoholic beverages by Managers, Coaches, Parents, or followers while coaching, watching, or practicing will result in that person being barred from further participation in the tournament. Managers and Coaches will refrain from using tobacco products or smoking while on the field or in the vicinity of the dugout and in the fans viewing areas.

10. Participation of Players

Players not in the dugout when play begins will be added to the bottom of the batting order when the player checks in with the Official Scorekeeper.

11. Tie Breaker At the end of time limit and/or seven innings in **bracket play**, International Tie Breaker Rule goes into effect.

12. Metal spikes not allowed in any division.

Additional 10U Rules:

1. No infield fly rule.

2. No dropped 3rd strike.

3. Players are allowed to steal second and/or third but may not steal home. 1 stolen base per pitch allowed.

4. Strike Zone:

The strike zone shall be enlarged, when the player is in a natural stance, between the armpits and any part of the knee.

5. On a base on balls, batter is awarded 1st base and cannot advance further than 1st base on the walk.

Coach Pitch Division Rules (08U)

1. Defensive Coaches:

Two defensive coaches are allowed to stay on the field at all times, for the purpose of instruction and placement between plays. The coach will have fifteen seconds between plays to position players and offer instructions.

2. Pitching Distance:

The pitching distance shall be 35 feet.

3. Player/Pitcher Rules (PP):

A. The player must be in the pitcher's circle when the ball is delivered.

B. The player must be STATIONARY, not forward of the pitching rubber when the ball is released. (Effect: first offense warning, second time offense the PP is to be removed from the PP position for the remainder of the game.)

4. Batters:

A. There will be no walks.

B. A batter will be called out after five (5) pitches. The umpire will give notification prior to the fifth pitch.

C. Strikes will not be called. After 5 pitches, batter is called out unless the fifth pitch is fouled, a sixth and a final pitch is allowed.

D. No bunting will be allowed.

5. Base Running:

A. No stealing.

B. No Infield Fly Rule.

C. Once the ball is in the control of a fielder located in the infield, the play is over and the batter and base runners must stop at the base they are on or the base they are running to. If the base runner has rounded the base and her back foot has left that base, then she is deemed to be running to the next base and may advance with liability to be put out.

D. One base max on all overthrows, regardless of where the ball goes. When the ball is live, the runner has liability to be put out. The goal is to permit the defense to attempt to make the play without penalty.

E. An infielder must have possession of the ball on the infield to stop play.