

SIN CITY SHOOTOUT 2010 2010 OPEN DIVISION RULES and FORMAT

ALL ASA RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN.

Player Registration: All players must register with proper identification before they are eligible to play in any game. Players must register by the start of their team's first elimination game to be eligible to play. Team manager/designated representative may request for a Late Player Registration to the Division Field Representative or Tournament Director during team registration.

Game Time: Game Time will be considered as Forfeit Time. Line-up sheets must be completed in triplicate and given to the home plate umpire prior to or at the start of the game.

Scorekeeper: Home team is the official scorekeeper. Scores should be confirmed at each half inning with the plate umpire. It is each manager's responsibility to confirm the umpire has the correct score and the correct winning team on their scorecard at the conclusion of the game.

All Pool Games: Home team will be determined by coin toss. Start with 1 - 1 count; after 2 strikes, a foul ball or foul tipped ball will be an out. No new inning shall begin after 50 minutes. Pool games may end in a tie score. The ASA run rule will apply.

Double Elimination Play:

A random draw of teams with the same record will determine each team's seeding based on the following priority: 2-0-0, 1-0-1, 1-1-0, 0-0-2, 0-1-1, and 0-2-0.

All Double Elimination and Semi Games: Home team will be the higher seed team. Start with 1 - 1 count; after 2 strikes, a foul ball or foul tipped ball will be an out. No new inning after 50 minutes. The ASA run rule will apply.

All Championship and IF Games: Home team will be the "winner's bracket" team for the championship game and will be determined by coin toss for the IF game. Start with 1 - 1 count. No new inning will start after 60 minutes. The ASA run rule will still apply.

Tie Games: In games of Tie Score for Open and Women's Elimination, Semi, Championship and IF, the Tie Breaker Rule will be applied.

Tie Breaker Rule: Last Batter who completed a turn at bat of the previous inning shall be placed at second base and game continues with the next batter of the order for a complete inning.

Games: Teams must begin and finish with 9 players to avoid forfeit. An out will be recorded every time the vacant 10th batting position comes up. If a 10th player arrives, the player must be immediately entered in game. Any other player arriving after the 10th shall be entered as Substitute. Teams may bat up to 12 using 2 extra players.

BASES: If there are two bags at first base, the ASA double bag rule is in effect.

ASA Run Rule: 20 runs ahead after 3 innings or 2 ½ if the home team is ahead.
15 runs ahead after 4 innings or 3 ½ if the home team is ahead.
10 runs ahead after 5 innings or 4 ½ if the home team is ahead.

Home Runs: Over the fence per game:

Open Division "B" Two (2) home runs, then a recorded out

Open Division "C" One (1) home run, then a recorded out

Open Division "D" no home runs; a recorded inning ending out

*NOTE: When a home run is hit, the batter and all runners must touch one base and immediately return to the dugout to speed up play.

Courtesy Runners: Prior to the start of the game, up to two (2) players may be identified as needing a

courtesy runner. **They MUST be identified with an asterisk (*) on the line-up sheet prior to the start of each game.** If a team only indicates 1 player, then they still have a second that may be used, if necessary, for injury. A courtesy runner is the player in the lineup who made the last out.

Uniforms: Each player must wear a “team jersey” which must be identical in color, style, and must have a player/roster number as described by ASA rules. Exceptions will be granted on a case-by-case basis and at the discretion of the umpire.

Illegal bats: Only ASA approved bats will be allowed for use in Sin City Shootout 2010. Umpires will be using the current ASA non-approved bat list for bat review. Any illegal bat discovered during game will be confiscated and returned at end of tournament play. All play occurred while in use of illegal bat will be in accordance to ASA Rules.

ALL EXPOSED JEWELRY AND LOOSE ACCESSORIES MUST BE REMOVED. This includes, but not limited to, all exposed body and facial piercing, rings, necklaces (of any kind / style), bracelets, wrist watches, earrings, pagers, cell phones, tobacco tins, unsecured sunglasses atop of ball caps. Medical alert bracelets must be taped to body. **Non-removable jewelry must be concealed.**

NO BANDANAS OR TIED CLOTH ALLOWED ON HEAD OR NECK.

Open Team Eligibility: 2009 NAGAAA player ratings and classification guidelines will be used for Open division teams. B (131-170), C (101-130), D (100-below). In addition, the 80/20 rule will be enforced. B Division may pick up a maximum of 2 “A” rated players as long as the team total stays at 170 and under. Teams not NAGAAA registered will be entertained on a case-by-case basis.

Protests - Ratings/Eligibility: A protest of ratings/eligibility will only be allowed during pool play. This protest should be addressed by the Team manager/designated representative to the game umpire before the final pitch of the game. A \$200 cash fee **AND** completed Protest Form must accompany a protest and be given to the game umpire at the time of the protest. All 3 requirements must be met to be a valid protest. The tournament director, field representative and UIC will make up the protest committee. Any ratings concerns during double elimination games should be brought to the attention of the tournament director, field representative, or UIC. They will make final determination of player eligibility.

Ejections – ASA accordance: A player or coach may be removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available the game is a forfeit. Any ejected player or coach discovered participating in the game would constitute a forfeit. If the umpire and/or designated tournament official(s) deems the unsportsmanlike act or conduct as malicious, the ENTIRE team will not be allowed to participate in the remainder of the tournament and the team must vacate the fields. All previous games played shall be legal; all games afterwards shall be forfeits. Let’s have fun and be good sports!

Player Ejection Penalty: Player shall be removed from current game and next scheduled team game. Tournament officials reserve the right to suspend and / or disqualify any ejected player for remainder of the tournament play.

ASA Rule 4 Section 2 Americans with Disability Act rule applies (explained as needed by the UIC).

Please clean up after yourselves (this includes dugouts at the end of each game). Play hard, be good sports, and most importantly, HAVE FUN!!

THANKS FOR YOUR SUPPORT. PLAY BALL!!