

SIN CITY SHOOTOUT 2010 RULES and FORMAT

Player Registration: Closed Player registration is “by end of Pool Play games”. Team manager / coach may request for a Late Player Registration to the appropriate Divisional Tournament Official during team registration.

Illegal bats and Bat Check: Only ASA approved bats will be allowed for use in Sin City Shootout. All play occurred while using an illegal bat will result in accordance to ASA Rules.

BASES: If there are two bases at First Base, the ASA Safety base rule is in effect.

HOME RUN RULE -- D DIVISION ONLY -- Each team will be allowed two (2) – Over-the-Fence home runs. Any OTF runs after allowable 2 will be recorded as an Out.

ASA Run Rule: 20 runs ahead after 3 innings
15 runs ahead after 5 innings
10 runs ahead after 4 innings

Pitchers are allowed 3 warm ups at beginning of game and 1 thereafter per new inning. No infield practice / warm up throws after first inning for either team.

Game Time: Game Time will be considered as Forfeit Time. Line-up sheets with Player Name and Numbers must be completed and given to the home plate umpire at the start of the game.

Home Team: Home team will be determined by coin toss and is the official scorekeeping book. Scores should be confirmed at each half inning with the plate umpire.

All Pool Games: 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 by tie score.

All Double Elimination and Semi Games: Start with 1 - 1 count. No new inning after 55 minutes.

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, 1-1-0, 0-1-1, and 0-0-2.

All Championship and IF Games: Start with 1 – 1 count. All championship and IF games will be No new inning after 65 minutes or 7 innings – whichever occurs first; ASA run rule will apply.

Tie Games: In games of Tie Score for Double Elimination, Semi, Championship and IF, the International Tie Breaker Rule will be applied.

Int'l Tie Breaker: 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 with 9 players to avoid forfeit, however, **an Out (ASA)** will be recorded every time the vacant 10th batting position comes up. If a 10th player arrives, the player must be immediately entered into game. Any other player arriving after the 10th shall be entered as Substitute. Teams may bat up to 12 using 2 extra players.

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 only 1 player, then they still have a second that may be used, if necessary, for injury. Use of the courtesy runner is not mandatory, but if requested, the courtesy runner must enter the game prior to the next pitch. A person designated as requesting a courtesy runner may have the courtesy runner every time, even if they bat more than once in the same inning. A non-starting player may be designated as requesting a courtesy runner, in which case the above rules would take effect once the player enters the game.

Uniforms: Each player must wear a “team jersey” which must be identical in color, style, printing, fabric, team name 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.

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 clear or translucent tape may be used.

NO BALL CAPS / VISOR MAY BE WORN BACKWARDS. Bandanas may not be tied around the neck. No neck scarves. Bandanas may be worn about the head as can earmuffs during cold weather.

Protests -- Rules: Game Protest should be addressed by the team manager/designated representative to the game umpire before the next pitch. A \$100 cash fee must accompany a protest of any kind and be given to the game umpire prior at the time of the protest. If the protest is upheld by the UIC, the fee will be returned, and all ASA rules apply.

Ejections – ASA accordance: A player or coach 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 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.

Player Ejection Penalty: Player shall be removal 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.

**NO ALCOHOLIC BEVERAGES ALLOWED AT THE FIELDS, IN THE DUGOUTS,
WITH FANS OR SPECTATORS. THIS COULD CONSTITUTE EJECTION.**

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!!