

2012 Northbrook Spartan Classic Fastpitch Softball Tournament
Tournament Rules & Information
July 6 – 8, 2012

Contact Information:

Email: info@northbrookgirlssoftball.com
Website : www.northbrooksoftball.com
Committee : Brian Hanrahan, Mike Lee, Gary Lenhoff, Tim Chron

Field Locations :

Indian Ridge	3323 Walters Avenue
Stonegate Park – North	3425 Whirlaway Drive
Stonegate Park – South	3425 Whirlaway Drive
Techny Prairie Park	1750 Techny Road
Wescott School #12, #13	1820 Western
West Park	1720 / 30 Pfungsten
Wood Oaks #25	1150 Sanders
Greenfield (Sky Harbor)	2950 Harbor Lane
Field School	2055 Landwehr
Glenbrook North H.S.	2300 Shermer Road

Registration :

By **July 1, 2012**, all teams must electronically submit the following:

- : **Certificate or Proof of Insurance** – must be valid during the time of the tournament
- : **Team Roster** – must include player’s name, date of birth, and jersey number

The above information should be sent to: Mike Lee mlee.7@comcast.net

We do NOT need birth certificate copies sent. It will be the coach’s responsibility to have each player’s birth certificate with them throughout the tournament in the event of a challenge. Failure to produce a birth certificate within 10 minutes for a child under review will result in a forfeit by the team in the tournament. Any team found violating eligibility rules will be disqualified and no refund will be given.

General Tournament Rules:

2012 ASA rules will govern play except as modified by the following tournament rules:

- 4 game guarantee, weather permitting. Pool play will consist of 3 games followed by single elimination.
- Umpires’ decision are final – no protests will be allowed
- Courtesy runners are allowed for pitchers and catchers when there are two outs in the inning. The last non-pitcher or catcher who made the last out will be used as a courtesy runner
- The on-deck batter will be behind the hitter regardless of the team’s dugout location

General Tournament Rules (continued):

- The game clock will stop for injuries stopping play for more than one minute. The umpire will record the stoppage and add the time remaining on the umpire's game clock. If, in the judgment of the umpire, a team is perceived to be stalling, time will be added to the game clock and the violating manager and / or coaches will be restricted to the bench for the remainder of the game.
- New pitchers will be permitted 5 warm up pitches. Returning pitchers will be allowed 3.
- No infield or outfield warm up balls are allowed after the first inning.
- Teams may warm up in the outfield prior to the 1st games of the day or if the field is open and time is available. Teams may also use the foul territory along each baseline to warm up. Teams will not be allowed to warm up in the infield at any time prior to the game.
- Chin straps are mandatory for all batters and runners
- Uniform jerseys must be tucked in all the way around the waist. Jewelry, bandanas / handkerchiefs are not permitted on the field, in the dug out or worn by players. Violation of the uniform rule will result in a warning for the first violation and thereafter, the player being benched for the remainder of the game. Continued violations will result in the restriction of the manager / coach for the remainder of the game.
- Teams may freely substitute at all positions, including pitcher, at any time, as long as the initial batting order does not change. If a player shows up to the game late (after the first warm up pitch), that player must be inserted in the last batting position regardless of where the team is at in the batting order at that time.
- There will be a MVP award at the 10U, 12U, and 14U age level that will be given by each team to an opposing player after every game. The umpires will be given the MVP award prior to the start of the game. A player may receive only one MVP award during the entire three days of the tournament up until the final championship game on Sunday. We strongly encourage coaches to be involved in providing information regarding the MVP selection.
- In the event of inclement weather, the Tournament Director and the Tournament Committee has the authority to revise the tournament format to complete the tournament. If there are rain delays, the team must be available to play on 15 minutes notice. It is the Head Coach's responsibility to stay in contact with the tournament director. **Due to upfront tournament expenses, refunds will NOT be given under any circumstances.**
- Poor sportsmanship will not be tolerated. After one warning, the umpire will eject the offending party (coaches, players, and / or spectators) from the game. Ejected individuals must leave the park immediately for the remainder of the game plus the next game.
- Metal cleats may be worn at the **16U** age division **only**

10U Age Division Special Rules:

- For all 10U games, there will be a 7 run maximum per inning rule applied to every inning of every game.
- No dropped third strike
- No infield fly rule
- Stealing bases is allowed, including home plate.

Pool Play:

- Continuous batting order will be used in pool play. If a player shows up to the game late (after the first warm up pitch), that player must be inserted in the last batting position regardless of where the team is at in the batting order at that time.
- Teams must be ready to play 30 minutes prior to scheduled game time. If field is open, games will start early when possible. Game time is forfeit time.
- The umpire will be responsible for reporting the official game results.
- Slaughter Rule:
 - 12 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
- Forfeited games will be scored 7-0. A forfeited game will count as one of the 4 game guarantee for both teams.
- Time Limits:
 - Pool play games shall be 7 innings or 1 hour 15 minutes. The game clock will begin upon the first warm up pitch thrown by the home team. A new inning may not begin after the time limit. If an inning has begun prior to the 1 hour 15 minute limit, the game will not end until the entire inning is completed. The home team will not bat if ahead. An inning begins immediately after the third out of the previous inning.
- Tie Breaker:
 - Games tied after the 7th inning or expiration of the initial time limit during pool play will be considered a tie with each team receiving credit for 1 point.
- During pool play, a coin flip will determine the home and away team. The team listed second (right side) on the schedule and will occupy the third base dugout.
- Seeding will be determined by a point system:
 - Win = 2 points
 - Loss = 0 points
 - Tie = 1 point
 - Tie Breaker:
 - 1). Teams who win their individual pools, will automatically be placed in the upper (Green) bracket
 - 2). Head to head competition
 - 3). Total run differential (maximum of 7 runs)
 - 4). Runs allowed

- 5). Runs scored
- 6). Actual run differential in last pool play game
- 7). Coin toss

Elimination Play:

- Continuous batting order will be used in elimination play. If a player shows up to the game late (after the first warm up pitch), that player must be inserted in the last batting position regardless of where the team is at in the batting order at that time.
- Teams must be ready to play 30 minutes prior to scheduled game time. If field is open, games will start early when possible. Game time is forfeit time.
- The umpire will be responsible for reporting the official game results.
- Slaughter Rule:
 - 12 runs after 3 innings
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- Forfeited games will be scored 7-0. A forfeited game will count as one of the 4 game guarantee for both teams.
- Time Limits:
 - Elimination play games shall be 7 innings or 1 hour 15 minutes. The game clock will begin upon the first warm up pitch thrown by the home team. A new inning may not begin after the time limit. If an inning has begun prior to the 1 hour 15 minute limit, the game will not end until the entire inning is completed. The home team will not bat if ahead. An inning begins immediately after the third out of the previous inning.
- Tie Breaker:
 - Games tied after the 7th inning or expiration of the initial time limit during elimination play will continue until there is a winner using the International Tie Breaker. Each team begins it's at-bat with no outs and with a runner on 2nd base who is the batter recording the last out of the prior inning.
- During elimination play, the home team will be the higher seeded team and will occupy the third base dugout. If teams are seeded the same, a coin flip will be used.
- Elimination will begin Saturday afternoon. Please refer to the schedule for game times and field locations.

Championship Games:

- Continuous batting order will be used in the championship game. If a player shows up to the game late (after the first warm up pitch), that player must be inserted in the last batting position regardless of where the team is at in the batting order at that time.
- Teams must be ready to play 30 minutes prior to scheduled game time. If field is open, games will start early when possible. Game time is forfeit time.

Championship Games (continued):

- The umpire will be responsible for reporting the official game results.
- Slaughter Rule:
 - 12 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
- Forfeited games will be scored 7-0. A forfeited game will count as one of the 4 game guarantee for both teams.
- Time Limits:
 - No time limit
 - Games tied after the 7th inning during the championship game will continue until there is a winner using the International Tie Breaker. Each team begins it's at-bat with no outs and with a runner on 2nd base who is the batter recording the last out of the prior inning.
- During the championship game, the home team will be the higher seeded team and will occupy the third base dugout. If teams are seeded the same, a coin flip will be used.
- Individual medals or trophies will be awarded to the 1st and 2nd place team members and will be awarded at the completion of the championship game for each bracket and age division. A maximum of 15 medals or trophies per team will be given.