All Star Tournament Series Rules

9u-12u Championship/Playoff Style Tournaments

- ***Format***

  Each registering team will play 2 pool games (weather permitting) for all playoff events. At the conclusion of Day 1, teams will be re-seeded for bracket play on Day 2 or placed into a consolation bracket. Pool play games may end in a tie.

  For all playoff events, bracket play will occur on Day 2 and will be a single elimination format. Winners will move on and play until there is a winner for the tournament. In the consolation bracket, winning teams will NOT move on to play. Consolation games may end in a tie.

  * ASTS reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances. E.g., In the case of inclement weather (Rain, Heat, Snow, etc.) *

  - 11u-12u will play on 70' base path fields and 50' mound distances.
  - 9u-10u will play on 60' base path fields and 46' mound distances.

- ***Infield/ Outfield:***

  Infield/Outfield is not permitted between games to allow the staff time to prep the field for the next game. Teams are permitted to hit fly balls and/or ground balls in the OF area to prepare their players for the game.

- ***Tie Breakers***

  After pool play, teams will be reseeded by the following criteria.

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  1. Record
  2. Winning Percentage
  3. Runs Against
  4. Head-to-Head
  5. Coin Flip

  If there are multiple pools of teams, the winners of each pool will advance into bracket play. Pool winners will then be reseeded using the following criteria.

  1. Record
  2. Winning Percentage
  3. Runs Against
  4. Head-to-Head
  5. Coin Flip

- ***Extra Innings Play***

  During bracket play, there must be a winner. If a game reaches the 1 hour 45-minute time limit and the game is still tied at the end of the current inning, each inning thereafter will be considered "Extra Innings Play". *International Tie Breaker Rules* will be in effect. Each half inning will begin with baserunners on FIRST and SECOND base with NO OUT. Innings will play out until there is a winner.

  - Last batter of previous inning is placed at FIRST BASE
  - 2nd to last batter of previous inning is placed at SECOND BASE.
  - Each half inning begins with ZERO OUTS.
  - Game will end when there is a winner

- ***Rules***

  All Star Tournament Series will play *High School Federation Rules* for baserunning and substitutions.

  Teams must bat a minimum of 9 batters in their lineup, bat their entire lineup or anything in between. For lineups with more than 9 batters, those extra batters/players are considered an EH/XH (Extra Hitter). EH and XH are like positions on the field. Those players may enter and exit the game at any time but must remain in that batting position. Teams may use a DH if they choose. The DH must bat for a player on the field.

  Speed Up Rule is in effect. You can run for the PITCHER and CATCHER at any time. That baserunner can only be a player that is NOT in the game. If the team is batting the entire lineup, the last recorded out is the pinch runner.

  Batting:

  - Batting out of order will result in an out.
  - If there are more than 9 batters in the lineup and a player is hurt and cannot participate, that player's spot in the lineup will be skipped without penalty.
  - If there are more than 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
    - ***If a reserve batter is available, that batter will inherit the count of the injured player.***
    - ***If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player.***
  - If there are ONLY 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat
    - ***If a reserve batter is available, that batter will inherit the count of the injured player and the injured player's position in the lineup going forward.***
    - ***If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player and that batter's original lineup spot will result in an out going forward.***
  - If a player is deemed hurt, he will not be permitted to re-enter the game at any time.

  Balks:

- 11u
    - Each pitcher will receive one (1) warning during their time on the mound. After that player has received one (1) warning, a balk will be called going forward and each base runner will be awarded the next base.
- 12u
    - No warnings will be issued to pitchers. Balks will result in a dead ball and base runners will move up one base.

Leads:

- 9u-10u
    - Players are not permitted to leave the occupied base until the pitched ball crosses home plate.
    - If a player is leaving the base too early, the umpire will issue one (1) warning to the player. If the player leaves the base too early again, the umpire will deem the base runner out. Challenges from team coaches are not allowed, umpires are responsible for deciding whether a player has left the base early.
- 11u-12u
    - Players are permitted to lead off an occupied base.

Dropped Third Strikes:

- 9u-10u
    - Batters are not permitted to advance to 1B on a dropped 3rd strike from the catcher. The batter is automatically out.
- 11u-12u
    - Batters are permitted to attempt to advance to 1B on a dropped 3rd strike from a catcher or a ball in the dirt that the umpire has called a strike.
        - The batter is automatically out if first base is occupied and there are less than two (2) outs.
        - If there are two (2) outs and 1B is either occupied or unoccupied, the batter may attempt to advance to first base.

- ***Rosters:***

Birth Certificates: (If applicable) It is the responsibility of the coaching staff to carry copies of birth certificates for all of the players on their roster at all times during the tournament.

- Birth certificates, passports, or any other government issued documents are sufficient. (must list full name and birth date)
- Coaches may protest the ages of players on another team, only before or during a game.
- If a coach decides to protest the age of another team's player(s) the coach must provide a **$100-protest fee** (*cash only)* to the tournament director, who will then request the birth certificates from the team in question. Parents cannot protest the ages of other players. **If for whatever reason, the coach cannot produce proof of age, they will have until 8pm that evening to provide documentation to the tournament director.**
- If the team is unable to provide sufficient documentation by 8pm, the team will forfeit the current game with a score of 7-0 (7 innings) or 6-0 (6 innings) and will not be permitted to start another game without the appropriate documentation. If the team forfeits the game/s, seedings and game results will be adjusted for the playoff round.
- **If the protest occurs during a playoff game the coach will have until the completion of the game to produce proper documentation. If the player is deemed ineligible the team will forfeit the game with a score of 7-0 (7 inning game) or 6-0 (6 inning game).**
- In the case of a successful protest (players are not age eligible or proper documentation cannot be produced), the tournament director will return the protest fee to the protesting coach.
- In the case of an unsuccessful protest (documentation is provided, and players are age eligible) the protest fee will be kept by All Star Tournament Series.
- The ASTS Tournament Director may request for documentation of a player's age at any time.
- **If a team is found to be using an illegal player (not age eligible) the team will be **EJECTED** from the tournament immediately. All previously played games will be reverted to a forfeit with score of 7-0 or 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.***
- ***Players are not permitted to appear on multiple rosters within the same age group during the same event. Any violation may result in player ineligibility or team disqualification.***

- ***Lineups:***.
  - **It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.**
    - Managers must bring any issues to the attention of an ASTS Tournament Director before the game.
    - If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the remainder of the game. If it is brought to our staff's attention after the game- there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.
  - Players must be on the roster at the beginning of the tournament. If a player is added to roster after the start of a tournament, that player must check in with the field manager and provide a birth certificate prior to joining the team roster. If a birth certificate is not provided, the player is not eligible to play. Any game that a player participates in, that is not on the original roster, will result in forfeiture of that game (7-0 for 7 inning game, 6-0 for 6 inning game).

- ***Substitutions:***
  - Mound visitations will be covered by *NFHS Rules*.
  - If there are more than 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat:
    - ***If a reserve batter is available, that batter will inherit the count of the injured player.***
    - ***If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player.***
  - If there are 9 batters in the lineup and a player is injured during the at bat and cannot finish the at bat
    - ***If a reserve batter is available, that batter will inherit the count of the injured player and the injured player's position in the lineup going forward.***
    - ***If a reserve batter is not available, the subsequent batter in the lineup will inherit the count of the injured player and that batter's original lineup spot will result in an out going forward.***
  - If a player is deemed hurt and is taken out of the game, that player will not be permitted to re-enter the game at any time.
  - If an injury occurs while on the base paths and there are no substitutes available, the player that made the last recorded out will take the place of the injured player on the bases.
  - In the event that a player is late to the game, there are two options to utilize the player in the game.
    - The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to our *Substitution Rules*.
    - The player can be placed in the starting lineup, but if the player is unavailable for any of their at-bats, an out will be recorded for each time that player is due up. Whenever the player arrives and is available, that player can assume his spot in the lineup.

Re-Entry:

- If a team does not bat the entire lineup and substitutes are available, we use the standard *NFHS Re-Entry Rule*. Starters may be re-entered once, as long as the player occupies their original position in the batting order.

Pitcher RE-Entry:

- If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in the game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new pitcher of record), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

Pitcher of Record:

- Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

- ***Home/Visitor***

  - **In pool play, home/visitor will be determined by a coin toss at the ground rules meeting**. In bracket play, the team with the higher seed will be deemed the home team. The home team is the book of record for the game.

- ***Time Limit***

  - 9u-12u Playoff Format

    - In pool play, there is a no new inning 1 hour 45-minute time limit. A new inning cannot start after the 1 hour 45-minute time limit, and teams will finish the current inning. In bracket play, there is a no new inning 1 hour 45 minute time limit, finish the inning. There is no time limit in the Championship Game.

    - (FOR POOL PLAY) If the home team is batting, WINNING, and the 1:45 mark has been reached during the bottom of the inning, the home team will continue to bat until the inning is over. (Runs for/Runs against still count for seeding purposes.)

    - (FOR PLAYOFFS) If the home team is batting, WINNING, and the 1:45 mark has been reached, the game can be called at that point. If the away team is hitting, WINNING or LOSING, we will finish the inning.

  - In the event of inclement weather or other circumstances beyond our control, All Star Tournament Series reserves the right to modify time limit rules in order to most effectively maintain the tournament schedule.

- ***Mercy Rule***

  - 9u-12u

    - *Mercy Rule* is in effect. If a team is winning by 12 or more runs after the completion of the 3rd inning, the game will be deemed complete. If a team is winning by 10 or more runs after the 4th inning, the game will be deemed complete. If a team is winning by 8 or more runs after the 5th inning, the game will be deemed complete.*ercy Rule* is in effect. If a team is winning by 10 runs after 4 innings, the game will be deemed complete.

- ***Bats***

  Bat Restrictions: Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the below guidelines:

  - **9u-12u**: There are no other bat restrictions for age groups 9u to 12u. Coach Pitch bats are not permitted in any age group.

- ***Ejections***

  - Any player, coach, parent or team representative that is ejected from a game must leave the premises (playing field, complex, grandstand) immediately. Failure to do so will result in automatic forfeiture of that game. Any team that forfeits a game, the opposing team will be awarded a 7-0 win.

  - If a player, coach, parent or team representative is ejected, that person will not be permitted to coach/play/attend the current game.

  Ejection/Suspension Policy:

  - **Managers/Coaches:**

    - Managers, coaches, scorekeepers or anyone else that is in the dugout or on the field during a game who are ejected from a game (either by an umpire or by a Tournament Director) must leave the facility immediately. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time as seen fit. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

  - **Players:**

    - If a player is ejected from a game, they may face further suspension.

  - **Parents/Fans:**

    - If a fan or parent is ejected from a game (either by an umpire or a tournament director), they must leave the premises (playing field, complex, grandstand) immediately and will be suspended from that current game. All Star Tournament Series reserves the right to lengthen the suspension to more games or expulsion from the facility as seen fit.

- ***Forfeits***

  - If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future All Star tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game. e.g., for a 6-inning game the score would be 6-0; for a 7-inning game the score would be 7-0.

    - If a team chooses for forfeit a consolation or elimination game, they face suspension in All Star tournaments.

    - ASTS will attempt to replace a forfeited team in an elimination game if possible.

    - If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

- ***Baseballs***

  - Baseballs will be provided by All Star Tournament Series for each event of A1030 or better quality. We ask that each dugout help with foul balls on 1B, 3B and behind home plate. Game balls will be provided for each game. Please do not take game balls at the conclusion of the game.

- ***Inclement Weather***

  In the event of inclement weather, we will do everything within our power to stay as close to game schedule as possible. However, because of limited field availability we may have to deviate from the printed schedule. If and when we need to alter the schedule, we use the following procedures/priorities as our guide:

  - Our first priority will always be to make sure that each team plays its minimum number of games.
  - We will try to maintain the original schedule as much as possible
  - * All Star Tournament Series reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances. E.g., In the case of inclement weather (Rain, Heat, Snow, etc.) *

  Example:

  In the event that all teams do not play the minimum number of pool games, the seedings for the playoff format will be based on the pool play standings.

  In the event of a delay due to inclement weather, the game clock **WILL NOT** stop. All Star Tournament Series will make every attempt to complete games within the timeframe allotted. It is important that all games stay on time in fairness to all the participants.

  For example: If there is a delay for 20 minutes in the middle of the game and there is only 20 minutes remaining on the running clock, the game will be deemed complete, so the next game can be started on time and give other teams a chance to play.

  If a delay occurs, continuance of the delayed game will be at the sole discretion of the All Star Tournament Series staff member.

- ***Lightning Policy***

  - When lighting is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should exit the facility to the safety of their vehicles or another building structure available.
  - Games will be resumed once the lighting has moved outside of the 8-mile radius from the complex for a period of 20 minutes. Additional university or college guidelines may be in place depending on the tournament venue.
  - It should be noted that lighting could be visible over 20 miles away.

- ***Regulation Games Policy***

  Games that do not make it to regulation (3 complete innings, 2 ½ if home team is winning) due to inclement weather/darkness will be considered a completed game for seeding purposes. The game will go in the standings as one of three outcomes for each team; win, loss, or tie. Please refer to credit policy.

Pool play/Consolation games:

- If a game is cancelled prior to being considered regulation status, the game will be considered complete, and the **score will be posted as a 0-0 tie for seeding purposes**.
- If a game reaches regulation status but does not finish due to inclement weather/darkness, the score will revert back to the last full inning. No credit/refund will be given.
- If a **game does not start** because of inclement weather/darkness and the game is not able to be played, **it will be scored as a 0-0 tie towards the standings**. Please refer to credit policy.