



Greg Bell Lookouts Scholarship Classic

Rules for 2008

Thank you for participating in the Greg Bell/Lookouts Scholarship Classic. Listed below is a description of the tournament rules. At check-in you will be given a packet that will have the pool designation and game flow chart. The tournament is set up as pool play on Friday and Saturday, with each team playing three games. On Sunday, teams will be seeded into a single elimination tournament.

Please note: Depending on the number of teams in a pool, some modifications, including Byes may be necessary to establish the brackets.

1. **ALL TEAMS MUST CHECK IN AT THE SITE OF THEIR FIRST GAME BEFORE THE FIRST GAME.** Teams must sign in at the tournament desk before the start of their first game. The coach must have a complete roster with player's names, ages and birth dates. All players' ages will be determined as of January 1, 2008. Copies of birth certificates are required, but will only be asked for on the challenge of an opposing coach. Any challenge must be lodged before the start of the game. Failure to produce proof of the player's age on request shall eliminate the player until proof is provided. Each coach will receive a Team Packet at Check in. Your packet will include;
 - a) Final Schedule – as with any tournament of this size, changes may occur after the original schedule has been sent out. To avoid a lot of frustration with players and parents, be sure to double check your final schedule upon check in.
 - b) Rules Sheet
 - c) Game MVP Medals – There will be 3 medals – one for each pool game. These are to be given at the end of each game to the player on the opposing team whom you feel deserves it. Please make every effort to make the time to award the medal – often times this is the only award many girls will receive and it makes them feel special.
2. One hour and 30 minute time limit per game. The game clock will start on the first warm up pitch by the home team pitcher. No inning shall start after one hour 30 minutes from the actual start of the game. International tie-breaker will be used after seven innings or the time limit has expired. (The last official batter of previous inning will start as a runner at 2nd base).
3. In an effort to help speed up play and allow the girl's to get in as many innings as possible, each coach is being asked to limit pre-inning conferences of the players at the pitching mound after the warm-up pitches are completed. The conferences will be allowed as long as they are brief. If a team is abusing this option by holding long conferences, the umpire may charge the team with a defensive time out. Only one time out is allowed per inning and a second defensive time out in the same inning will dictate a pitching change to be made. Again this rule is in effect to just help speed up play.
4. Coin flip will determine the home team. The home team book will be official. The home team will be given a Score Card by the umpire and it should be filled out and turned back into the Umpire at the completion of the game. The two teams will be responsible for checking and resolving any scoring discrepancies between innings. Dugout assignments are on a first come basis and if a team has played the previous game on the same field they will keep the same dugout. A team not at the field ready to play at game time will forfeit the game unless granted an extension by the site director for good cause. Forfeited games will be scored 1-0 for the winner.
5. Mercy rules are 15 runs after 3 innings, 10 runs after 4 innings and 8 runs for all subsequent innings after that.
6. No umpire shall declare the game over if the mercy rule has not been met, and the time has not expired, (e.g. a team comes up 7 runs behind after the 4th inning with 4 minutes left). An inning starts with the first warm-up pitch in the top of the inning. One purpose is to give each team as much playing time as possible and each additional run could effect the tiebreakers.

7. After Pool Play has been completed, brackets will be loaded by seeding all teams by division using the following methodology:
 - (1) Win/Loss Records
 - (2) Head to Head Play
 - (3) Least amount of runs allowed in all Pool Play games
 - (4) Least amount of runs allowed in Head to Head with teams you are tied with
 - (5) Coin flip
 - (6) Attempt collect call to the Pope.....
8. All teams must be uniformed.
9. ASA rules will be used for this tournament. One exception we will be using, the batting line-ups may consist of up to 12 batters. Up to three(3) Extra Players (EP) may be used which means you can bat 12 players, but may only play 9 defensive players in the field. The EP(s) may also rotate into any defensive position at any time but would remain in the same batting position. The defensive player that the EP is replacing in the field would also remain in the batting line up in the same position. Our reasoning for allowing this is to afford each coach the option of getting more players into the game. Again the EP(s) are optional to each coach. A coach may also use the Designated Hitter (DH) which means DH does not play in the field and one defensive player does not bat. A courtesy runner is highly suggested for the pitcher and/or catcher when possible. Both the (EP) and/or (DH) must be declared when line-ups are turned in prior to the start of each game. In the event a player in the batting lineup is not able to continue playing and the team does not have any legal subs to fill that vacated spot, an out will be recorded when the vacated spot comes to bat. An out will not be recorded though if the defensive team either walks the batter or hits the batter with a pitched ball (who is immediately before the vacated spot) with two outs. In this case, the vacated spot will be skipped (with no out recorded) and the next batter in the lineup will bat.
10. Clarification of 10&Under Rules: 10-Under Fast Pitch division will play by the same rules as the Junior Olympic Fast Pitch age classification.
11. We have scheduled a hard working, experienced crew of umpires. Because of that, the umpire's decisions and judgements on the field of play will be final. There will be no game appeals. Decisions on the operation of the tournament will be made by the tournament director or the Site director at each playing venue.
12. Game results must be reported to the Site Director or the Tournament Headquarters immediately following the completion of the game. Umpires will present a score card prior to each game to the home team. The home team will be responsible for turning in your score card to the umpire at the end of the game.
13. Pitching distances for age divisions 10U – 35 feet. 12U, 14U, and 16U will be 40 feet. 18U pitching distance is 43 feet.
14. The Site Director has the final decision making authority to amend the time limits, pool play duration, etc. in the event of inclement weather hindering field availability.
15. Umpires have the authority to delay, postpone, or cancel games on their fields due to field conditions.
16. CANCELLED GAMES: It is our intention that every team will play at least 4 games as long as the Michigan weather will allow us to get them all in. Because of the full use of all available fields and the time limits on each game, there will be no rain delays. In other words, if your pool game is delayed or lost because of rain or inclement weather, it will not be made up. 3 innings will constitute a complete game. Unless the home team is ahead and at bat at the time of delay or cancellation of a game in progress, any uncompleted inning will revert back to the score of the last completed inning to determine the outcome of the game. We will attempt to refund a portion of your entry fee based on the following table below if your team is unable to play at least four (4) games due to the weather:

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|-----------------------|----------------|
| ➤ 3 or 4 games played | – no refund |
| ➤ 2 games played | - \$100 refund |
| ➤ 1 game played | - \$150 refund |
| ➤ 0 games played | - \$200 refund |