

***Kirkwood Athletic Association  
2010 NSA Girls Softball Tournament Rules***

The Master Schedule indicates the participating teams and age divisions.

**ABUSE OF UMPIRE**

Any player, coach or manager accosting, threatening or physically contacting an umpire will be removed from the game and subject to further disciplinary action. Parents/spectators violating this directive will be ordered to leave the park.

**ALCOHOL CONSUMPTION**

If a manager, coach, or other team assistant is observed consuming any alcoholic beverages in any team area during their team's warm-up or game, that individual will be "disqualified" by the umpire or Director from further involvement in that game. This is not considered an ejection but will prohibit the individual involved from further participation in the game. They will not be allowed in the dugout, warm-up area or on the field of play for the remainder of that game. They will be restricted to the spectator area. "Team area" is defined as practice and warm-up areas, dugouts and the field of play. Failure to honor this disqualification will result in ejection.

**ARGUING BALLS AND STRIKES**

Arguing balls and strikes will result in a team warning and may result in the ejection of the violator.

**AUTOMATIC OUTS**

NSA Rules Apply.

**CALLED GAMES**

In the event a game is called due to inclement weather before 5 innings are completed, the game will resume from its point of interruption. Home Team's scorer will note the necessary information. If a game is in the bottom of the 5<sup>th</sup> inning and the Home Team is in the lead, that game will be considered as completed. Games called after more than 5 innings will not be resumed but instead will revert back to the score on record at the conclusion of the last completed inning. A *completed inning* for this purpose is any inning in which the Home Team has the lead in the bottom half regardless of the number of outs.

This procedure will also apply to instances occurring during the course of a day and requiring temporary stoppage of play and then resuming after more than a 60-minute delay.

**CHAMPIONSHIP GAMES**

All championship games will have a 90 minute time limit. No new inning will start after time limit has expired. If the score is tied at the end of 7 innings, OR time limit has expired, extra innings will be played using the tie-breaker rule. All run rules will remain in effect. **Inclement weather issues may influence a shortened time limit.**

**CHIN STRAPS**

Helmets must be equipped with an approved/acceptable chin strap.

**COURTESY RUNNERS**

NSA Rules Apply.

### CURSING

Will not be tolerated and can result in the ejection of a player, coach or manager. Parents or spectators will be asked to leave the park.

### EJECTIONS

Any team personnel, including parents, family members or friends, who conduct themselves in an unsportsmanlike manner, will subject their team to removal from the tournament. A player or coach who has been ejected from a game is restricted to the spectator area. If the act is determined to be flagrant, they will be ordered to leave the park. If any player, coach, manager or spectator is ejected from the park for more than one game for disciplinary reasons, they will not be permitted to participate for the remainder of the tournament and doing so will cause forfeiture of their team's games.

### ELIGIBILITY

The eligibility determination date is January 1, and teams shall play at the age division they will play at during 2010 season. Your age on Jan 1, 2010 determines in which age division you play. Any challenge of eligibility must be made prior to a game. A birth certificate, baptismal record, or an acceptable photo identification card can be used to determine eligibility. Final determination will be by the Tournament Director. If a player is found not to be a valid team member, she will not be allowed to play. Any games previously played and won by that team will be considered as forfeited to their opponent. Teams determined to be playing with an ineligible member will be subject to removal from the tournament. Because this will cause retroactive repercussions, the Tournament Director will determine the outcome of invoking this rule.

### FACE GUARDS

All teams in all age divisions must wear helmets with approved/acceptable face guards.

### GAME TIMES

There is NO grace period for game times. Teams must be ready to begin play at least 15 minutes before the scheduled game time or if a game is running late, as determined by the Umpire-In-Chief. Teams should never assume that because a field is running late that all games will be late for the balance of the day. We have some ability to move games to other fields and some games could be played in a shorter time due to the run rule, etc.

### HOME TEAM

The home team will be determined by a toss of a coin prior to the game beginning.

### LINE-UP CARDS

Managers must present line-up cards to the home plate umpire at pre-game ground rules and make their intentions known per NSA rules.

### MINIMUM NUMBER OF PLAYERS

NSA Rules Apply.

### OFFICIAL SCORER

The home team is the official scorer.

### PARK RULES

Please abide by the following rules:

1. No food, soda, beer or other beverages (other than team water) can be brought into the park or the parking lot.
2. **No pets** of any kind except certified assist dogs with the appropriate handler.
3. No scooters, bicycles, roller skates/blades or skateboards.
4. No hitting or throwing of balls into the fences. A large amount of money has recently been spent on new fencing. This includes whiffle balls, tennis balls, soccer balls, etc.

### POOL PLAY TIE BREAKERS

Won and lost record is the first method to determine pool standings. Thereafter it is as follows:

1. The team that won in head-to-head game(s).
2. The fewest total number of runs allowed.
3. The most total number of runs scored. (max 8 runs per game)
4. The toss of a coin.

### PROTESTS

Protests based solely on an umpire's judgment will not be addressed. In order to file a protest, the manager of the protesting team must immediately notify the home plate umpire prior to the next pitch. If the protest cannot be resolved at that time, the protesting manager must present \$150.00 in cash that will be refunded in the event the protest is upheld. All protests will be handled by the Umpire-In-Chief (UIC) or the UIC's designate at the time of the protest. The game clock and all play will be suspended until a decision is reached. That decision will be final.

### RAINOUT NUMBER

In the event of rain or other schedule disruptions, MANAGERS ONLY should call **314-822-7385** for updated information. Please discourage your players and their families from calling the number. It ties up the lines and prevents other managers from notifying their players.

### REFUND SCHEDULE

No games played:	\$350.00	2 games played:	\$175.00
1 game played:	\$275.00	3 games played:	No refunds

### ROSTER BATTING

NSA Rules Apply.

### ROSTER ELIGIBILITY

Prior to the start of their first game, all teams must submit a valid completed NSA Roster Form to the Tournament Director. NSA Roster eligibility rules apply. Proof of Insurance must also be turned in with the team roster.

### RUN RULES

12 runs after three innings, 10 runs after four innings, 8 runs after five innings will be the run-ahead rule.

### SOFTBALLS

KAA will supply all of the softballs for the tournament and will be using the yellow optic COR .47 softballs for all games.

### STALLING

If the umpires determine that a team is intentionally stalling a game, regardless of the score, they will give the violating team one warning. A 2<sup>nd</sup> occurrence in that game will subject them to loss by forfeiture.

#### “TIE BREAKER” TOURNAMENT RULE

NSA Rules Apply.

#### TIES

With the exception of elimination games, all games can end in a tie.

#### TIME LIMITS

In pool play and elimination games, the time limit is 75 minutes unless amended by weather or other causes. Time limit for championship games is 90 minutes. Game times start with the first warm-up pitch. No new inning will begin after the expiration of time limit. A “new inning” begins when the final out of the previous inning was made.

#### TOBACCO PRODUCTS

If a manager, coach, or other team assistant is observed using any tobacco product in any team area during their team’s warm-up or game, that individual will be immediately “disqualified” by the umpire or Director from further involvement in that game. This is not considered an ejection but will prohibit the individual involved from further participation in the game. They will not be allowed in the dugout, warm-up area or on the field of play for the remainder of that game. They will be restricted to the spectator area. “Team area” is defined as practice and warm-up areas, dugouts and the field of play. Failure to honor this disqualification will result in ejection.

#### TOURNAMENT RULES/REGULATIONS

This tournament will use the NSA rules along with some specific rules and changes applicable to this tournament.

#### TROPHIES/AWARDS

1<sup>st</sup> and 2<sup>nd</sup> Place: Individual trophies all ages.

#### WARM UP

To keep games on time please have your teams warmed up and ready to go as soon as the previous game on your field is completed. Teams playing later in the day will appreciate your efforts.

#### WARMUP PITCHES

Pitchers are allowed 5 pitches in their first appearance in a game and 3 per inning thereafter. Pitchers removed from the pitching position and returning to that position in the same inning will not be allowed any warm-up pitches on that return assignment.

#### METAL SPIKES

Absolutely NO metal spikes are permitted.