

# PLAYING FOR LIFE VII – SEPTEMBER 4-5, 2010, CENTRAL PARK, NYC

## OFFICIAL GUIDELINES AND PLAYING RULES

### Playing For Life VII • New York City, September 4-5, 2010 • Rules

*Note: Playing and seeding rules are subject to change prior to the start of the tournament. Managers should consult the Rules Supplement to be distributed to them at the Managers Meeting on September 3.*

### Divisions and Maximum NAGAAA Ratings

**No team will be registered unless it complies with the standards outlined in this section.**

Division	Maximum team rating	Maximum individual rating
Open C	145	15
Open D	105	11

**Women's Division teams and individual players are not rated in this division.**

Note: The ASANA standard for the definition of "woman" will be followed.

### Playing Rules

**Except as noted below, all rules follow ASA Slow Pitch (without stealing) guidelines. This includes the ASA banned bat list.**

1. Umpires will declare dead ball territory for each field prior to the game's start.
2. All players must wear a non-duplicated, clearly visible number on their jersey. Matching uniforms are encouraged but not required.
3. Any player not registered before the start of his/her team's first scheduled round robin game is not eligible to play in the tournament, *unless prior arrangements are made with the tournament director(s) to allow the player to register later.* Registration takes place on Friday, September 3, at the host hotel, from 5-10 pm. On-field registration is available at each field complex until 11 am on Saturday, September 4.
4. Teams must submit their lineup with players' names and numbers as well as available substitutes and their numbers to the opposing team and the umpire on lineup cards provided before the start of the game.
5. A minimum of nine players per team is required to start or continue a game. (A team may start a game with nine players in its lineup without penalty.) Once lineup cards have been exchanged, late-arriving players may be added to the list of available substitutes as long as the umpire and the opposing team have been notified.
6. Up to two Extra Hitters are permitted in the batting lineup, allowing a total of up to 12 batters.
7. Open division teams may designate up to two players per game who require a courtesy runner upon reaching base, and Women's division teams may designate up to three such players.
  - Players requiring a courtesy runner must be indicated with an asterisk ("\*\*") on the lineup card prior to the start of the game.
  - The courtesy runner is the last player without an asterisk who made out at bat (or the last player in the lineup without an asterisk if no player has yet made an out at bat).
8. In the event of an injury to a player during the game, ASA substitution rules will take effect.
9. There is no grace period for teams unable to field the minimum number of players at game time, with the exception of a time allowance for a team whose prior game overran its scheduled time period.
10. For Round Robin games:
  - No inning shall start after 50 minutes; games can end in a tie.
  - The home team shall be determined by a coin flip.
  - Each batter starts with a one ball, one strike count, and a "courtesy foul" will be given on the first foul ball with two strikes.
11. For Double Elimination games:
  - No inning shall start after 60 minutes, except to break a tie. In the event of a tie score at the conclusion of seven innings or the end of the time period, the ASA tie-breaker rule applies (Rule 5, Section 11). [In summary, the ASA tie-breaker rule states that the inning begins with the player who batted last in the inning before starting on second base.]
  - The home team shall always be the higher seeded team, except in the first Championship game, in which the team coming out of the winner's bracket shall be the home team. *In an "If Necessary" game, the home team shall be the higher seeded team.*
  - Each batter starts with 1-1 count, and a "courtesy foul" will be given.

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**12.** For Championship and "If Necessary" games:

- There will be no time limit; each championship/"if necessary" game will last seven innings or to conclusion
- Each batter starts with 0-0 count, and no "courtesy foul" will be given for championship/"if necessary" games.

**13.** Both teams shall be charged with keeping score for the game and reporting scores to the umpire after each half-inning. The official final score shall be listed on an official lineup sheet provided, and signed by the home plate umpire.

**14.** Run rule: If a team is ahead by 20 runs after three innings, 15 runs after four innings, or 10 runs after five innings, this will constitute a complete game.

**15.** Open division games shall use 12" softballs. Women's division games shall use 11" softballs, if available.

**16.** Absolutely no alcohol is permitted in or around Central Park ball fields. Any team found with alcohol in Central Park will be subject to removal from the tournament.

**17.** Good sportsmanship is expected of all players, coaches and fans at all times. Any unsportsmanlike conduct, including the use of inappropriate language, may result in a player being ejected from the game at the umpire's discretion, and/or removal from the tournament at the discretion of Playing For Life Tournament Officials.

**18.** The Tournament Director(s) will resolve and have the final say on any situation that may emerge during the tournament that is not covered by these or ASA rules.

### **Safety Rules**

The safety of all participants in Playing for Life VII is the most important consideration of the Tournament Director(s). Therefore, the following safety rules will be in effect.

- 1.** On close plays at any base, the "slide rule" will be in force. That is, when approaching a base at which a play is to be made, the base runner must slide into the base or leave the base path to avoid collision with the fielder. At the same time, fielders who do not have the ball or are deemed not in a position to field a ball thrown to the base at which a play is to be made must leave the base path clear for the base runner. Any collision by a base runner and a fielder deemed to be intentional may be grounds for removal from the tournament of the offending party.
- 2.** No player will be permitted to play with a bleeding wound. All wounds must be cleaned and dressed.
- 3.** All jewelry worn by game participants is to be removed prior to the start of a game, and must remain unworn until after the game ends.
- 4.** Metal spikes are not permitted.

### **Seeding Rules**

Round robin results are used to determine seeding as follows:

- Teams with three round robin games are to be ranked based on 2 points per win, 1 point per tie, 0 points per loss. Teams with two round robin games will be ranked based on 3 points per win, 1.5 points per tie, 0 points per loss.
- Teams with the same number of points are then ranked by run differential in all games.
- Teams with the same points and run differential will subsequently be ranked based on head-to-head results, or by a random draw if head-to-head results are indeterminate.

### **Player Eligibility Protests**

Player eligibility (NAGAAA rating) protests will be considered for members of Open division teams. The protest process and fees will be outlined at the tournament Managers Meeting on September 3.