



IFPAA League Rules
(Slow Pitch – 12 & Under)
2012



Slow Pitch – 12 & Under
(Player's age is as of January 1, 1999 or later.)

TOURNAMENT RULES

ASA Softball Rules with the following exceptions:

1. **ROSTER:** Maximum of fifteen (15) players. No more than four (4) adults on the bench, which includes the manager, two (2) coaches and a scorekeeper. Roster must be submitted prior to first game.
 - a. **Roster Challenges:** Teams must furnish birth certificates upon request. In the event the challenge is upheld, your team will forfeit the tournament and all remaining games.
2. **AGE:** Players born in 1999 or later.
3. **HOME/VISITING TEAM:** Determined by a toss of a coin at the beginning of the game.
4. **PLAYERS on the FIELD:** Ten (10) players. Team forfeits with less than nine players unless an injury occurs during the game. Team must forfeit if it has less than eight players on the field after the injuries.
5. **STARTING TIME:** Fifteen minutes grace to field the minimum of nine (9) players. If a travel delay occurs, please call the Blueberry Snack Shack at (412) 741-6877 or the Bracket Director.
 - a. **START of GAME:** Infield warm-ups, five (5) minutes to the home and away team, **time permitting** as determined by the umpire or bracket director. Only the outfield may be used for warm-ups at any other times that the field is not in use.
 - b. **BETWEEN INNINGS WARM-UPS:** Six (6) pitches maximum.
 - c. **Game length is 7 innings.**
6. **UNIFORMS:** Players must be in uniforms with numbers clearly marked on the jerseys. Duplicate numbers are not permitted. Metal cleats are **NOT** permitted. **NO JEWELRY!**
7. **No alcoholic beverages are permitted.** No tobacco products are permitted on the field, bench, or stands.
8. **PITCHING:** The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground while not exceeding twelve feet from the ground.
9. **ROSTER OPTIONS:** All players of the team who appear for the game must bat in a set order as recorded in the scorebook. Any late arrivals will be added to the bottom of the batting order. Unlimited field substitution is permitted. If a player becomes ill or is injured, the player may be



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removed from the lineup without penalty to her team. If a player is removed from the lineup for any other reason, each of her subsequent turns at bat will be recorded as an out. The umpire has sole discretion in determining illness or injury. If a player is removed from the lineup, she may not return to the lineup.

10. **3rd STRIKE FOUL RULE:** Does not apply; players who foul off the pitch with two strikes will not be out.
11. **FIELD DIMENSIONS:** Pitching lines– 46 feet, bases 60 feet.
12. **IN-FIELD FLY RULE:** In effect.
13. **BATS:** No titanium, triple or quad walled, or any ASA non-approved bats are permitted in accordance with the latest ASA non-approved list. Penalty is an **OUT for the first infraction, forfeiture for subsequent team infractions.**
14. **BAT THROWING:** Batter will be called out, no warnings. Runners will return to the base they were on prior to that pitch. The defensive team has the option to waive this call (example player hits into a double play).
15. **BATTING HELMETS:** The batter/base runner must wear a helmet at all times ***on the field***. The penalty will be that the batter/base runner will be called **OUT**. If the helmet is dislodged due to contact sliding into a base, the runner will **not** be called out (umpire's discretion). A player can not be counted as two outs on the same play (for example; player is out at first and takes her helmet off prior to exiting the field).
16. **SLIDING:** Must slide or avoid contact rule is in effect. If a player does not slide, any contact, other than incidental contact, will result in an "out" call. Players are advised to slide in order to avoid this consequence.
 - a. Head first sliding is not permitted unless the player is returning to a base. The consequence is that the player will be called **out**.
17. **UMPIRE CALLS:** You may **NOT** review or appeal a judgment call. Any rule questions will be resolved prior to the game restarting. **Only the MANAGER can review or appeal a call.**
 - a. **Protest:** Solved immediately on the field by the umpires and the Bracket Director if necessary. **Managers** are the only individuals who may dispute a call by an umpire. They must object utilizing an appropriate tone and appropriate words.
 - b. Managers may not object to any ball or strike calls.
 - c. If the manager objects to a field call, he must be able to cite to a particular Tournament Rule or the ASA Rule Book. No judgment calls may be challenged.



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18. **RUNS:** The ten (10) run surrender rule applies after the fifth defensive inning.
19. **SHORTENED GAMES:** During bracket play, any game suspended (by weather or 10-run-rule) after the losing team has batted five (5) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption.
 - a. During the playoff round, all games will be played a full seven innings, except in the case where the 10-run-rule comes into play.
 - b. Only the Umpires and the Bracket Director can call a game.
20. **Sportsmanship:** Good sportsmanship is emphasized at our tournament. Cheers and comments "against" or "derogatory in nature" to another player or team will not be tolerated. Managers are responsible for their player's, fan's, and coach's behavior. Should a manager be unable to control the team's players, coaches, or fans, that manager's team may be removed from the tournament at the discretion of the Bracket Director. Any player, manager or coach ejected in a game will not be permitted on the playing field for the next game.
21. **TOURNAMENT FORMAT:** First round will consist of 4-team divisions with round-robin play. Four teams will advance from the first round to the Playoff round. For 8 team brackets, the top two teams from each four-team division advance (chosen using tiebreakers within that division). Top seed in first division plays second seed in second division and vice versa. Winners play for the Championship, (no consolation game). For 12 team brackets, the top team in each division advances (chosen using tiebreakers within that division, if necessary) and then one wild-card team is chosen either if it alone has the best remaining record or using tiebreakers among all teams from both divisions that are tied with that record. Wild-card team is seeded 4th, seeding among division winners determined by overall record and then tiebreakers.
22. **TIE BREAKERS:**
 - a. Head-to-head
 - b. Fewest runs allowed for all games
 - c. Fewest runs allowed in games between all tied teams
 - d. Coin flip
 - i. if at any step the number of teams remaining tied is the same as the number of teams to select for advancement, those advance and coin flip used to determine which has higher seed



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ii. if at any step the number of teams remaining tied is more than the number of teams to select for advancement, continue with the next tiebreaker for only the teams remaining tied after the previous tiebreaker

iii. if at any step one team wins, advance that team (giving it the highest remaining seed) and if necessary start again from tiebreaker 1 to select another team from the remaining teams

EXAMPLE

A, B, C all tied at 2-1, D lost all games.

A beat B 7-5, B beat C 6-4, C beat A 5-4.

A and B both beat D 10-1, C beat D 16-2.

A allowed 11

B allowed 12

C allowed 12

A advances on tiebreaker #2. If needed, B then advances on tiebreaker #1

EXAMPLE

A, B, C all tied at 2-1, D lost all games.

A beat B 7-6, B beat C 6-4, C beat A 5-4.

A and B both beat D 10-1, C beat D 16-2.

A allowed 12 (11 against tied teams)

B allowed 12 (11 against tied teams)

C allowed 12 (10 against tied teams)

C advances on tiebreaker #3. If needed, A then advances on tiebreaker #1.

EXAMPLE

A, B, C all tied at 2-1, D lost all games.



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A beat B 7-5, B beat C 6-3, C beat A 5-4.

A and B both beat D 10-1, C beat D 16-2.

A allowed 11

B allowed 11

C allowed 12

If two teams are to advance, A and B both advance on tiebreaker #2.

If only one team is to advance, flip coin between A and B (even though C would have won tiebreaker #3 since it lost tiebreaker #2)

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