



**2005 Iowa ASA Softball
Girl's 14 & Under Class A Fast Pitch State Tournaments
Hunziker Youth Sports Complex – Ames, IA
June 24-26, 2005**

Tournament Site: Please see enclosed map for directions to the softball complex. The host hotel for the tournament is the **Country Inn & Suites**. For hotel reservations, please call the hotel at **800-456-4000** and mention you are with the Iowa ASA Softball Tournament for room block and special room rates.

Tournament Format: The tournament format will be double elimination unless unusual circumstances dictate otherwise. Teams were placed in a blind draw for this tournament and were protected from playing another team from the same city in the first round where it was possible. This is in accordance with Iowa ASA code.

Rosters: When you registered with the Iowa ASA, you received a roster in your registration materials. This roster must be completed and turned in prior to your first game of the tournament. **Teams will not be allowed to compete in the tournament if the tournament director doesn't have your roster and the birth certificates of all players verified. Birth certificates should be in the same order as the names are listed on the roster. All players must have a photo with a signature of the player on the photo. The photo must be presented to the tournament director upon check-in. Failure to provide a photo will result in the player in question being ineligible to compete in the tournament.** Rosters are limited to a maximum of 20 players. Remember that you are only allowed to pick-up three players if your team advances on in championship play. **Be sure that all players are listed on your roster, including players not at the tournament site.**

ASA Membership Cards: Each player must have an ASA membership card prior to playing in the tournament. This membership card is verification that the player has registered with the ASA for the current season. Failure to produce the card will make the player ineligible to compete in the tournament.

Player Eligibility: The player's age as of Dec. 31st, 2004 determines the age in which the player is eligible to play in 2005. **14 & Under Classification:** A player born after December 31, 1989 is ELIGIBLE. Please make sure that all of the players on your roster are eligible to compete prior to turning in your roster.

Uniforms/Equipment: In accordance with Iowa ASA code, Article 206, team members are required to wear the same colored shirt with a six-inch number of contrasting color on the back. **Metal or hard plastic cleats are not allowed. Chinstraps are required for all batting helmets. NOCSAE Approved Face Masks are required on all batting helmets** If your team qualifies for the regional tournament, all team members will be required to be in identical uniforms.

Line-Ups: When you check in with the tournament director, you will receive two line-up cards. After your second game, you may pick up a line-up card from the scorekeeper on the field that you are scheduled to play your next game. The line-up card is a four-part form. Please make sure that you are pressing hard enough to complete all four copies. The scorekeepers' copy of the form must be turned in

to the scorekeeper 10 minutes prior to your scheduled game time. The umpires' copy of the form is to be given to the home plate umpire at the manager's meeting prior to the game. Please exchange copies with the opposing coach at the manager's meeting. Please fill the forms out completely, with first name, last name, position, and uniform number on the card. Please list all reserves on the card as well.

Protests: Protests must be filed according to ASA code. Legal protests will be ruled upon IMMEDIATELY by the person or persons responsible for making these decisions. A \$25 protest fee must accompany all protests. Protests will only be allowed for rule interpretations and player eligibility. Player eligibility protests may be filed at any time, however, for a team to advance in the tournament due to another team's use of an ineligible player, the protest must be filed and acted upon before the protested team's next game.

Game Time: Game time is forfeit time! Please follow the times listed on the tournament bracket. Teams should be prepared to begin play as soon as the preceding game is completed.

Time Limits: 14 & Under Time Limit: A one hour and thirty (1:30) minute time limit will be used with no new inning started after time expires.

Run Ahead Rule: A 12 run ahead rule will be used after three innings and an 8 run ahead rule will be used after the fifth inning.

Tie-Breaker Rule: At the top of the eighth inning, if the score remains tied, the tie-breaker rule will be used. Please review this rule in your rulebook. If the game is tied at the end of the time limit, the tie-breaker rule will go into effect in the top half of the next inning.

Rain Delay: In the event of rain or any cause that interrupts a game, the game must be resumed at the exact point where it was stopped. It is the manager's responsibility to report to the tournament director for re-scheduling information. The tournament director reserves the right to change field locations, game times, number of innings played, time limits, or revert to single elimination to assist in concluding the tournament by the set date. If the tournament is unable to be completed on the scheduled date of completion, the following system will be used to determine the order of finish for the tournament:

1. The team that advances farthest in the winner's bracket
2. Won-Loss records, except among undefeated teams
3. If only two teams are tied for a position and they have played each other, the winner of that game.
4. Teams will be ranked by the fewest number of runs allowed per game played.
5. Teams will be ranked by the most runs scored per game played.
6. If a tie still exists, by a coin toss.

Home Team: Home team shall be determined by coin toss, which will be conducted on the field at the Pregame meeting with the umpire crew. Teams may pick-up game balls and additional line-up cards at that tournament headquarters prior to their game. Prior to playing your second game please turn in the tournament evaluation to the tournament director. Evaluation forms will be given to teams at check-in time.

Dugout Assignment: The team listed on the top of the bracket shall occupy the third base dugout. If a team plays back-to-back games on the same field, they shall occupy the same dugout in each successive game as they occupied in the previous game. Players, coaches, and a bat person are the only individuals allowed in the bench area. NO INFIELD PRACTICE, TEAMS MAY WARM-UP IN DESIGNATED AREAS OR IN THE OUTFIELD GRASS IF TIME PERMITS

Game Balls: Game balls are provided by Iowa ASA. The Official ball for the tournament is the Dudley SB12LRF-FP (4A-311Y). Optic yellow, cork center .47 COR ball.

Conduct of Players, Managers, Coaches and Spectators: All players, managers, coaches and spectators are expected to conduct themselves in a sportsmanlike manner at all times. Failure to do so shall result in the offending person being removed from the game. In serious situations, the offending person will be asked to leave the complex for the duration of the tournament.

IOWA ASA CASUAL PROFANITY/UNSPORTSMANLIKE “TEAM OUT” RULE

Casual Profanity Rule - The umpire has the authority to assess ONE OUT per play against the offending team for the use of CASUAL PROFANITY which shall be defined as expletives (Vulgar or Profane Language), which is not appropriate in a recreational sports setting, used by a player, manager/coach or team representative on the field or in the dugout. Words are not directed at any one individual, but rather are made out of frustration or loss of self-control. In the opinion of the umpire, if these words are audible to the umpire and surrounding players or spectators to the extent that it detracts from the values of softball competition based on good sporting behavior and fair play, the umpire may assess a Casual Profanity Out. Actions of players and/or coaches during the teams final out of their term at bat and/or prior to them taking the field on defense shall be carried over to that teams next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the teams first term at bat. All outs (charged either while on offense or defense) will be assessed against the offending team during their term at bat. Only ONE "Casual Profanity" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of vulgar or profane language exceeding these limits will subject the individuals to ejection from the game for unsportsmanlike conduct. A player ejected from the game for exceeding these limits will not have a casual profanity out charged to the TEAM. The Casual Profanity penalty "out" will be assessed as a TEAM OUT and will not affect any batter or base runner (all action stands). For scoring purposes, the putout will be credited to the catcher.

Sportsmanship Rule - The umpire has the authority to assess one out per play against the offending team for excessive protests, arguments, complaints or behavior not appropriate in a recreation sports setting. Throwing a bat, glove, rude gestures, insulting or disparaging remarks, or baiting or taunting opposing players or game officials would be examples of such actions. Such conduct exhibited by a player, coach or team representative will be penalized. Actions of players and/or coaches during the teams final out of their term at bat and/or prior to them taking the field on defense shall be carried over to the teams next term at bat. Actions of players and/or coaches during pre-game activities, which occur after the umpires have entered the field of play, will be enforced during the teams first at term bat. All outs (charged either on offense or defense) will be assessed against the offending TEAM during their term at bat. Only one "unsportsmanlike" out may be assessed per play with a maximum of two (2) per term at bat. Incidents of continued or excessive unsportsmanlike conduct will subject the individual(s) to ejection from the game. A player/coach/ or team representative ejected from the game will not have a un-sportsmanship out called against them. The Unsportsmanlike penalty "out" will be assessed as a TEAM OUT and will not affect any batter or base runner (all action stands). For scoring purposes, the putout will be credited to the catcher.

* For the purposes of these rules a Play refers to the duration of one players time at-bat and a teams Term at-bat refers to a teams half-inning, which begins when the third out of the previous inning is made and continues until the third out of the team at-bat occurs.

Game Rules: All rules not covered in this document shall be governed by the ASA rule book. In the event that something contained in this document conflicts with the ASA rule book, the ASA rule book shall govern play with the exception of the tie-breaker rule and the run ahead rule.

Trophies: Team plaques will be awarded to the top four teams. Individual awards will be given to the top two teams.

Advancement:

14 & Under Class A: The top team will qualify to participate in the National Final Championship Tournament. The 14 & Under Class A National will be held in Owensboro, KY on Aug. 1-7, 2005. The qualifying teams must give a check in the amount of \$325, payable to Team IP Events, to the state tournament director or state office within 48 hours after the conclusion of the state tournament site. Any participating team is also eligible for the Mid-America Regional tournament will be held in Burlington, IA on July 8-10. Teams advancing to the regional tournament are required to pay the \$225 tournament entry fee within 48 hours of the conclusion of the state tournament site. Please make your check or money order payable to the Iowa ASA. In addition, any participating state tournament team is eligible to participate in the Class A Northern National to be held in Blue Springs, MO on Aug. 4-7. Please make your check or money order for the entry fee payable to Kansas City Metro ASA for \$300. Teams advancing to the Northern National Tournament are required to pay the tournament entry fee within 48 hours of the conclusion of the state tournament site. Any team that fails to claim their berth within 48 hours of the conclusion of the tournament forfeits their right to the advancing berth. Unclaimed berths will be offered to the remaining teams in descending order of finish.

After participating in the national or regional tournament, the top 6 advancing teams will be reimbursed for up to \$150 of the tournament entry fee provided they file a reimbursement form no later than October 15, 2005. (Reimbursements do not apply to the Northern National Tournaments).

Order Of Finish (207 C1 a-c)

- a. The top four teams based upon their actual finish.
- b. Remaining teams listed in descending order of finish according to their bracket position when eliminated.
- c. Tied teams shall be determined by:
 1. The team that advances farthest in the winner's bracket
 2. Won-Loss records.
 3. Teams will be ranked by the fewest number of runs allowed per game played.
 4. Teams will be ranked by the most runs scored per game played.
 5. If a tie still exists, by a coin toss.

Exception: If there are only two teams remaining and each has one loss, the championship game must be played or the teams shall be declared co-champions.

Tournament Director: Ron Zimmerman, Iowa ASA Deputy Junior Olympic Commissioner

Tournament Umpire-In-Chief: Ed Sharp, Iowa ASA State Umpire-In-Chief

Iowa ASA, 1534 Penrose St., Grinnell, IA 50112-1203

(641) 236-5766 FAX: (641) 236-5831

Email: Tom Topping, Executive Director - ttopping@pcpartnet.net

Cathy Shutts, Administrative Assistant - cshutts@pcpartner.net