

**MAY DAZE 2008
TUCSON ARIZONA
TOURNAMENT RULES**

1. ASA rules will govern play. METAL SPIKES ARE NOT ALLOWED
2. Format will be pool games followed by Single Elimination round. First 3 count for seeding if extra game
3. Home team will be determined by the flip of a coin and be the official scorekeeper
4. One New and One Good Used Game ball will be provided. Team at Bat responsible to retrieve Foul Balls
5. 15 runs after any inning, 12 run rule after 3 innings, 10 runs after 4 innings, or 8 runs after 4 ½ or 5 innings will be in affect
6. No uniform protests on non-matching uniforms
7. No new inning will start after 1 hour and 30 minutes and ties will stand at the end of time limit in pool games. No new inning will start after 1 hour and 45 minutes in championship games. Run rule in effect in championship games. **Time will start at end of umpire conference, Umpire will start clock with one extra minute on game time**
8. International tiebreaker after 7 innings, if time remaining and in elimination game
9. All Rules protests will be settled at game time by the Tournament committee and head umpire
10. Game time is forfeit time
11. Tournament format and scheduling may be changed if conditions or weather dictate
12. Individual Trophies will be awarded to 1st, 2nd AND 3rd Place
13. No infield practice prior to games
14. Defensive Coaches must remain in area near dugout
15. In the event of an Ejection of Player, Coach or Spectator, the event will be reviewed by the Tournament Committee, with the individual subject to further discipline, dependant on the severity of the issue
16. Teams will be seeded into brackets by
 - a. Most wins. A Tie will count as 1/2 Win and 1/2 Loss
 - b. Head to head if 2 teams tied.
 - c. Least number of runs given up.
 - d. Most runs scored.
 - e. Coin flip.
17. Team manager is responsible for ensuring game times and reporting score

Tournament directors

Tom Tengler C275-9835 Bob Anderson C204-5337 Lisa Brown C271-1398