



Lone Star Classic Tournament Tournament Rules 2008

ALL ASA RULES SHALL APPLY EXCEPT AS MODIFIED HEREIN:

1) REGISTRATION: All players must register with proper identification before they are eligible to play in any game. Players not registered before the start of their first game will not be allowed to play in the tournament.

2) TEAMS: Rosters are limited to 18 players. Must have a minimum of 9 players to start and finish. Teams may add a 10th player at any time (11th only before game starts). If a team starts with 10 or 11 players and one player is injured, a substitute must enter or an out will be recorded for that batter. All games will be played with a maximum of eleven players, consisting of ten players on the field and the eleventh player as the extra hitter (EH). "C" and "D" Divisions may bat 12 players. If a player is ejected, a team may NOT continue to play shorthanded. If no substitutes are available, the game is a forfeit.

Line up sheets must be turned into the Home Plate Umpire before the game begins.

Each player must wear like-color jerseys bearing a 6" or larger number. Exceptions will be granted on a case-by-case basis at the discretion of the Tournament Director and/or Competition Coordinator.

3) GAME TIMES (NO GRACE PERIOD): Game time is forfeit time for teams that are not at the designated field at their scheduled time. However, if a team has to transfer from field to field for consecutively scheduled games, that team will have up to 10 minutes to get to the proper field and prepare for the next game (e.g. lineups, bathroom break, etc.).

There will be a 50-minute time limit for all Round Robin games. There will be a 55-minute time limit for all Tournament Games, except the trophy games. The time limit will start with the first pitch of the game, i.e. when the home team hits the field and throws their first warm up pitch. No inning will start after time limit has expired. Once an inning has started, the inning will be completed unless a winning team is determined during the inning.

Note: An inning is deemed to have started as soon as the third out is recorded in the bottom half of the previous inning.

All forfeited games will be scored as 7-0 in favor of the team receiving the forfeit. In the event of a double forfeit, the score will be recorded as 0-0 and considered a loss for both teams when seeding the teams.

4) COURTESY RUNNERS: Courtesy runners are not allowed in the "B" division. Courtesy runners will be allowed in all "C" and "D" division games. Each team will only be allowed 1 courtesy runner per inning per team. The courtesy runner will be the player who was last put out. If the team has not recorded an out, then the last player to touch home plate must be used. If no player has yet scored for the team in the game, then the last player in the batting order must be used as the courtesy runner. If an incorrect runner touches a base, and is properly appealed (before the next pitch), an out will be recorded.

5) RUN RULES: A run rule will be in effect for all games. If a team is ahead by 20 runs after three innings (2 ½ innings if the home team is ahead), 15 runs ahead after four innings (3 ½ if the home team is ahead), or 10 runs ahead after 5 innings (4 ½ if the home team is ahead) will constitute a complete game. Run rules apply for championship games.

6) HOME RUNS: A home run (over the fence) limit will be enforced for each division: "B" division is allowed two (2) home runs per team per game; "C" division is allowed one (1) home run per team per game; and "D" division will not be allowed any home runs. Any home runs hit more than the allotted rule, will be recorded as an out for that batter and any base runners on base at the time will return to the base occupied by that runner at the time of the at bat. The home run rule only applies to balls hit over the fence. The team that fouls off a ball or a hit over the fence will be responsible in retrieving those balls.

NOTE: When a home run (over the fence) is hit, the batter and all runners will touch the next base and immediately return to the dugout. This will speed up play.

7) TIE GAMES: Tie games will stand in Round Robin play if the time limit has expired. A tie breaker rule will be used for double-elimination games. If a game is tied at the end of 7 innings or expiration of the time limit, the last batter from the previous inning will be placed at second base for each team. Inning(s) will be played the same until a winner is determined. The count on the batter will start with 0-0 as if it was in the regulation game.

8) BASE STEALING: We will not be instituting the stealing that is now allowed in ASA.

9) HOME TEAM DESIGNATION: Round Robin: Home Team determined by a coin flip. Double Elimination: Home Team is always the higher seed.

10) EQUIPMENT:

BATS: ASA APPROVED only (1.20 BPF or less - no titanium) and cannot be on the current ASA Non-Approved Bat list. All bats to be used in the tournament will be checked-in at the start of the first game. Umpires will be responsible for enforcing the equipment rules. A player may be called out for approaching the batters box with an illegal bat in hand. Subsequent violations by said player will result in a one game suspension.

BALLS: All Softballs will be supplied by Tournament Director (*COR: .44 max. Comp: 375 lbs. max*)

No metal cleats or metal screw-in cleats are allowed. No jewelry is allowed on players while playing.

11) PROTESTS

A) PLAYER RATINGS: All divisions will be subject to the player ratings system as outlined by NAGAAA. Protests of player ratings may be made up to Championship Games. *All players must take the field and play during Round Robin or Tournament Play.* Teams that may be violating the player rating system by playing below their overall rating or competitive ability may be protested to the Competition Coordinator or the Protest Chairperson by an opposing team manager/coach. Any team protesting player ratings will submit the Protest Form and pay a \$50 (cash only) per player, per question protest fee to the Competition Coordinator. The protest must be filed during or within ten minutes after the conclusion of the game in question. A protest committee will review any protest filed to determine if the protest is valid. If the protest is upheld, all games played in round-robin competition by the violating team will be recorded as a forfeit to their opponents and the protest fee will be returned to the protesting team. The Competition Coordinator will reassign the violating team to their appropriate division for double-elimination play. If the team is reassigned to another level, that team will become the lowest seed in that division.

B) ASA / LONE STAR CLASSIC (LSC) RULES: A team may protest the interpretation of a written ASA Rule or LSC rule during round robin or double-elimination competition. Such protest must be made at the conclusion of the action involving the interpretation of the rule(s) and prior to resumption of the game. The protesting team must notify the home plate umpire prior to the next pitch in the game. Once notified, the umpire will immediately notify the Competition Coordinator, or Umpire in Chief, or Protest Chairperson of the protest. The Competition Coordinator and Protest Chairperson will review and rule on the protest, and play of the game will then resume.

12) NAGAAA Ratings/Rules: The LONE STAR CLASSIC TOURNAMENT complies with all NAGAAA ratings and regulations of players. Each player MUST have a NAGAAA rating identified as: 1) the player's current rating as recognized in the NAGAAA rating system, or 2) that player's initial rating if the player is new to NAGAAA.

13) OFFICIAL SCORE: The home plate umpire will keep the official score. We recommend that each team keep a scorebook and verify the score at the end of each half inning. The home team or designee will keep the official scorebook. Scorebooks will remain at each field until the end of play each day for that field.

14) SPORTSMANSHIP: Good sportsmanship is expected of all players, coaches, and fans at all times. Any ejection of a player, coach, or manager will result in a one game suspension of that person in addition to the game when the ejection occurred. Any excessive unsportsmanlike conduct could result in a player being eliminated from the tournament at the discretion of the Tournament Director and/or Competition Coordinator.

15) SEEDING: Seeding for double-elimination play will be determined using the following tiebreaker system: Win/Loss record, Head-to-Head Competition, Random draw of same records.

16) SAFETY: In the best interest of tournament participants, there will be no smoking or alcoholic beverages on the field of play (including dugouts). The Lone Star Classic Tournament will not tolerate any player(s) or spectators under the influence of alcohol on the field (including dugouts). Violation of this rule will be at the discretion of the Tournament Director and/or Competition Coordinator. Items that produce loud, unsafe noises such as airhorns or bullhorns will not be allowed inside the complex.

17) TROPHIES: 1st, 2nd and 3rd Place trophies will be awarded in each division. First place teams will receive individual player awards in addition to free entry into the proceeding year's tournament.

18) FIELDS: All games will be conducted at Houston Sportsplex (12631 South Main St, Houston, TX 77035). Players MUST wear their ID Badge in order to gain access inside the park as a participant. All other spectators must pay to gain entry into the park. No outside food or beverages are allowed inside the complex. No animals of any sort are allowed at the fields.

Tournament Director: David A. Metz
Competition Coordinator: Dara Hughes

As of February 27, 2008