

17th ANNUAL ATTACK FASTPITCH SOFTBALL TOURNAMENT BY GRAND BLANC  
PARKS & RECREATION

**General Tournament Procedures:**

**Tournament Committee:** All rules set forth here remain at the discretion of the Grand Blanc Tournament Committee. The Committee reserves the right to revise, amend and/or adjust any rule, schedule, diamond location, format to accommodate time constraints, weather situations, etc. These rules will be upheld to keep intact the spirit and philosophy of the Tournament.

**Refund Policy:** All refunds are subject to a \$15.00 administration fee through June 27, 2014. A \$50 Administrative Fee will be charged to any team that withdraws from the Tournament after June 27, 2014. A \$100 Administrative Fee will be charged to any team that withdraws from the Tournament after July 4, 2014. Any team that withdraws from the Tournament within 48 hours will be refunded only 50% of their registration fee. No refunds will be given once the Tournament begins on Saturday, July 19, 2014. Grand Blanc Parks and Recreation reserves the right to determine team refunds in the case of extenuating circumstances.

**Teams:** All team players must live in the same area of the team that they represent or play as a team during the season. **January 1, 2014 will be the official date to determine ages for each category.** Birth certificates for each player (by team) must be presented and verified prior to the start of the first game. Any falsification of documents or roster violations will result in team disqualification and loss of entrance fee. GBPR reserves the right to combine age groups if reduced number of teams. All team players MUST wear matching jerseys with numbers and/or names.

**Check-In & Registration:** All teams MUST check in at approved site (Creasey Bicentennial Park) before the start of their first game. Registration is located inside the brick building next to concessions and fields. All new rules or schedule changes will be given out at this time in a team packet. The rules given on this day will supercede any/all former rules. Any rule not specifically expressed in the following document will be in accordance with MHSAA rules. GB Tournament Rules supersede all NFHS rules.

**Game Times & Field Assignment:** Due to the overwhelming task of planning a large event, it is impossible for Grand Blanc Parks and Recreation to honor special game time requests. Before entering the tournament, make sure your team has no other conflicts on these days. Teams MUST be prepared to play on Friday afternoon by the scheduled time if required. Game times and field assignments will be officially given out at check-in before your first game. If a division fills (8 teams) early, schedules will be sent via email to registered teams as early as possible.

**Severe Weather & Cancellations:** GBPR will use discretion when postponing and/or canceling games during the tournament. We reserve the right to shorten or call games before designated innings in case of adverse weather. Coaches and players accept these conditions when entering the tournament. Refunds will not be given. A weather hotline number will be given to coaches during check-in for all changes or cancellations.

**Forfeit:** Official game time is forfeit time, unless delay is created by GB Tournament Committee. If a team is not present or able to field a minimum number of players at game time, they will forfeit the current game and face possible further penalties in tournament. Umpires will begin game time at the completion of the coin toss.

**Home Team:** Home team is determined by coin flip. Home team is required to keep official scoring book and should check their scorebook with the opposing team every inning. If a discrepancy is found, it must be brought to the umpire's attention before the next inning. Teams must provide own scorebooks. **PLAYOFFS:** The Home will be the higher of the two seeds.

**Protests:** Protests of written tournament rules only will be considered, not interpretation of umpire calls. If a team wishes to protest, the coach must inform the umpire(s) before the next pitch is thrown. A \$25 fee will be charged for all formal protests. Fee will be refunded in full if protest is upheld. The Tournament Committee must be notified upon formal protest. Tournament Committee and/or Umpires will ONLY discuss Tournament rules with team coaches (not spectators). The Umpires will exercise full control, however if the protest still exists, the Tournament Committee will make a final judgment on the spot and may supersede umpire decision. Game time does not lapse while protest is being determined. A team (i.e. Coaches, players) must not leave the field area or site until protest is resolved officially. Any team that leaves the site without a formal decision will forfeit that game. The Tournament Committee reserves the right to determine further penalties.

**Awards:** Trophies will be awarded to 1<sup>st</sup> place teams & 2<sup>nd</sup> place teams will receive medals at the completion of the tournament. (If a division has 6 or more teams 3<sup>rd</sup> place medals will also be awarded.) Teams should immediately gather following the Championship Game near the concession tent for award ceremony.

**Time Constraints:** No new inning shall start after the designated time limit unless the score is tied. The following "tie-breaker" rule will be enforced: the player that made the last out will return to second base, the inning will start with 1 (one) out and play will resume with the next batter in the line-up batting.

In the event that a tournament game cannot to completed due to adverse weather, poor lighting/darkness or serious injury, the following rule applies: a 7 inning game may be called after 5-innings of play or 4 ½ innings of play if the home team is ahead and will be considered as an official game played. In a 6-inning game that cannot be completed, the game may be called after 4 innings of play or 3 ½ innings of play if the home team is ahead and will be considered an official game played.

### **Field Dimensions, Time & Run Rules:**

U10: \*\*35' Pitching \*\*60' Bases \*\*Time Limit: 1 Hour, 30 Minutes \*\* 7 Innings  
\*\*Mercy Rule: 15 after 4 innings or 10 after 5 innings \*\* Championship Game(s) no time limit, 7 Innings, Mercy Rule in effect.

U12: \*\*40' Pitching \*\*60' Bases \*\* Time Limit: 1 Hour, 30 Minutes \*\* 7 Innings  
\*\*Mercy Rule: 15 after 4 innings or 10 after 5 innings \*\* Championship Game(s) no time limit, 7 Innings, Mercy Rule in effect.

U14: \*\*43' Pitching \*\*60' Bases \*\* Time Limit: 1 Hour, 30 Minutes \*\* 7 Innings  
\*\*Mercy Rule: 15 after 4 innings or 10 after 5 innings \*\* Championship Game(s) no time limit, 7 Innings, Mercy Rule in effect.

U16: \*\*43' Pitching\*\*60" Bases \*\* Time Limit: 1 Hour, 30 Minutes \*\* 7 Innings  
\*\* Mercy Rule: 15 after 4innings, 10 after 5 innings, \*\* Championship Game(s) no time limit, 7 Innings, Mercy Rule in effect.

## **Tie Breaker Rules:**

**Two Way Tie:** 1<sup>st</sup>) head to head winner, 2<sup>nd</sup>) run differential, 3<sup>rd</sup>) fewest runs allowed 4<sup>th</sup>) most runs scored and 5<sup>th</sup>) coin toss. **Three Way Tie:** In the event of a three way tie and the teams involved beat each other, then

run differential applies. Once the run differential decides the top 2 teams, then the two teams will revert back to head to head winner to decide 1<sup>st</sup> and 2<sup>nd</sup> place. If the two teams did not play, run differential decides winner.

**\*\*\*NOTE: Run differential limit per game is 10 runs max.**

**Sportsmanship:** Throwing of equipment, foul language or unsportsmanlike conduct of any kind is not allowed under any circumstance by players, coaches or spectators. By registering for the tournament, your team acknowledges and agrees to these rules. No chatter shall be directed toward the other team, including spectators. Teams will be penalized for display of said behavior and face game forfeit or possible tournament suspension.

**Ejection Rule:** Any player, coach, parent or spectator that is ejected from a game (for any reason) must immediately leave the playing field and report to the Tournament Headquarters. The ejected person(s) has 1 minute to vacate the field area or the game will be subject to forfeiture. If a player is ejected from a game by an umpire for any reason, the Tournament Committee will make the final determination for further suspension of the player for the completion of the Tournament.

**Equipment:** Proper equipment must be used, including but not limited to; catchers' gear, bats, cleats and batting helmets. NO METAL SPIKES allowed in 10U or 12U Divisions. No jewelry is allowed. Bats cannot be longer than 34 inches, and the barrel may not be more than 2 1/4 inches in diameter at its widest. The bat cannot exceed 31 1/2 ounces. Any illegal bat (check age group) found in use during a game will be confiscated for the remainder of the game and held by the tournament committee. Any further occurrence by the same team will result minimally in player ejection, with further penalties decided by the Tournament Committee.

**Practice:** Warm-up pitches may be reduced and/or eliminated due to time constraints, weather, etc. This will be the Tournament Committee and Umpires decision. No infield practicing, there are plenty of grassy areas away from play to use. This will ensure prompt start and timeliness of scheduled games.