

Columbia Fastpitch Tourney Rules 2007

Coaches Responsibilities

1. Coaches must Check in your team 45 minutes before your 1st game at the registration.
2. AFA Tourneys – provide a copy of your AFA roster; USSSA Tourney – Roster Must be on-line to participate.
3. Managers should keep berth certificates with them.
4. Managers must show proof of team insurance at check in.
5. In case of rain, call 573 - 874-7663

Games will be played at Rainbow and Antimi Complexes located in Cosmo Park. Check out this web site for specific directions to the park: http://www.gocolumbiamo.com/ParksandRec/Parks/Cosmo_Park/index.html

AFA/USSSA rules govern all play (depending on the sanctioning tournament, except as noted)

1. The home team will be the official scorekeeper in pool play and bracket play. The visiting team will be responsible for running the scoreboard. The umpires will report the scores to the tournament director, however, both teams are responsible for checking the results, which will be posted at the tourney headquarters.
2. Each team will need to furnish one game ball for each game. Game balls must be yellow optic with red stitches. The COR must be .470 or under with a ball compression of 375.0 lbs or under.
3. Pre-game conference and coin flip between managers and umpires will take place 5 minutes prior to the start of the game.
4. No infield practice is allowed on the fields, or in the complex at any time. Teams may give grounds balls behind 2nd base if time allows before games. Pitchers may warm up in foul territory near their dugout.
5. A coin flip will determine the HOME team. The standard time limit for games is 1 hour and 15 minutes. Game time begins at the time of the coin flip. Game time limits could be altered in the case of tournament interruption, or as deemed necessary by the tournament director.
6. All tournament games may start up to 10 minutes prior to the scheduled game time.
7. Pool or Tune Up games may end in a tie. All Bracket games will be played out.
8. Team chants and chatter may only be directed at your own team. Phrases such as "swing batter", "Hit It to Me", or "Strike Out Batter", will not be allowed. Head Coaches are responsible for the conduct of their players, coaches, parents and fans.
9. The team manager may consult with the umpires during the game, but players, coaches, and fans are to stay out of discussions with the umpires.
10. No tobacco products are allowed on the field or in the dugouts. Smoking is not allowed in the bleachers or around the dugout areas.
11. No music is allowed inside the complex.
12. Players are not allowed to wear steel spikes.
13. Managers have the choice of batting their roster during pool play/tune up games. Batting the roster is not required, but if not batting the roster, the manager must report substitutions to the umpire and opposing team following standard substitution rules. When batting your entire roster, the last player to complete an at-bat that is not currently on base shall be the courtesy runner. If that player is the current pitcher or catcher, then go to the next player that has completed her at-bat and is not currently on base. In the event that the game goes into international tiebreaker, the last batter to complete an at bat in the previous inning shall start the international tiebreaker inning on second base. If a player leaves the game, the team shall not be forced to take an out in the absent player's position in the batting order unless there are 8 or fewer players remaining. The player that left the game shall be ineligible to return. Regulation rules apply in all bracket games.
14. The winners of pool play shall be determined by won-loss record. Tie breaking determination shall be as follows:
Tiebreaker Rules*: 1) Won/Loss Record ; 2) Head-to-head play; 3) Total Runs Allowed; 4) Head-to-head play; 5) Coin flip
Head to head winner if 2 teams are tied. If these teams tied in their own game, go to total runs allowed to break the tie. If tied again go to total runs scored, and if tied again flip a coin. Three way ties will be broken by total number of runs allowed to determine seed #1 thru #3. Head to head tie breaking does not come into play after the determination of seed #1 in a three way tie scenario, total runs allowed will still govern to determine the #2 and #3 seeds. Head to head of the #2 and #3 team will be used if these teams tied in runs allowed. (Extra game rule – When a team has an additional pool play game, the extra game will only be counted in head to head tie breaking with the team they are playing in the additional game, if required. The extra game will be drawn out of a hat by the team manager after the completion of that teams pool play.) Occasionally it is necessary to play cross-pool games. Cross pool games will count in the same manner as non-cross pool games in determining seeding for bracket play.
15. Rainouts – If the tournament is unable to finish pool play, entry fees will be refunded fractionally according to the amount of pool games completed. If pool play has been completed, then the order of finish will be determined according to the position that the teams occupy in the bracket at the time the tournament is called. Pool play tiebreakers will be used to determine the order of finish between teams occupying equal positions in the bracket.
16. Please note that each registrant/team must carry insurance on each team member and provide proof of insurance in order to participate. We reserve the right to prohibit play if you do not have current insurance coverage.
17. In case of rain it is the responsibility of the coaches to obtain their game times for the modified rain schedule.
18. If the tournament is canceled due to rain, each team will be refunded 90% of their entry fee. No refunds will be made after a team has played 2 games.

(1/1/07)