

ECC 2010 Rules

1. Registration & Rosters

All Players must register to play by signing the official ECC roster once in Seattle. All Open Division teams must submit ratings for their players prior to June 29th. These ratings need to include answers to the NAGAAA Open Division 27 question rating system.

2. Mercy Rule

20 runs after three innings, 15 runs after four innings and 10 runs after five innings. This rule will be in effect for the Championship Games.

3. Home Team Rule

Home Team for each game will be determined by a flip of the coin. Teams that have come the furthest get to call the flip.

4. Official Scorebook Rule

The official scorebook will be that of the home team. The visiting team is, therefore, highly encouraged to confirm the score with the Home Team every ½ inning.

5. Tie-Breaker Rule

Ties will stand in all Pool Play games. If the score is tied after the completion of 7 innings of play or after the time limit has expired, then the ASA tie-breaker rule (see Code Article 510 N) shall be in effect. Basically when each team takes it's at bat the last batter from the previous inning is placed on 2nd base and the teams play full innings with no outs until the tie is broken.

6. Forfeit Rule

Forfeit time is game time. If games are behind schedule then game time will be as soon as the umpire starts the game clock. If a team is unable to field of at least 8 eligible players at game time or game start time they will forfeit the game.

7. Short-Handed Rule

A team must have at least 8 players in the dugout or team area to start or continue a game. If a team starts a game with less than 10 players, then the vacant position(s) must be listed last in the batting order and an out will be assessed when the vacant position(s) are to come to the plate in the batting order. If playing short-handed and an additional player arrives they can enter the game immediately. When inserted into the game they must be inserted into one of the vacant positions (9th or 10th positions).

8. Courtesy Runner Rule

A team is allowed one courtesy runner per inning. The courtesy runner is the last out or, if it is the first inning and there are no outs it's the last batter in the batting lineup.

9. Extra Players on Offense Rule

Teams can have up to 12 players on their batting line up. If a team starting with 12 players loses a player during the game and has no one to substitute for that player then an out will be assessed whenever the player that left the line up would come up to bat. If you start the game with only 10 or 11 players in the batting line up you may not increase the number of players in the batting line up. If you start the game short handed (8 or 9 players) you can add players to your line up but have no more than 10 players in your line up.

10. Home Run Limits

Limit of over-the-fence home runs will be used in all divisions.

The following limitations are per team per game:

Four (4) "A" Division – after (4) and out will be assessed.

Two (2) "B" Division – after (2) an out will be assessed.

One (1) "C" Division – after (1) an out will be assessed.

Zero (0) "D" Division – a Home Run over the fence will be an inning ending out.

11. Approved Bats Rule

All ASA approved bats will be allowed for play in all divisions. The ASA approved bat list can be found at: http://www.softball.org/about/certified_equipment.asp.

12. Uniform Rule

Teams are not required to have alike colored uniforms. However, an Arabic whole number (0-99) of contrasting color, at least 6 inches high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers (0 and 00 or 3 and 03 are examples of identical numbers). Players without numbers will not be permitted to play.

13. Line Ups

Teams will exchange line ups at the beginning of each game. Line ups need to include player's jersey numbers and anyone they may wish to substitute into that game. If a player was not listed on the line up as a substitute at the beginning of the game they will not be eligible to enter that game.

14. Base Stealing

Base Stealing is not allowed.

15. Eligible Players

A player is eligible to play in the ECC if they have signed their teams roster and have yes's and no's assigned to each rating question. Their placement on a team's roster must comply with the Division Determination rules indicated above. No player is allowed to be on more than one team's roster that is playing in the ECC.

16. Strike Count

All games will begin with a 0/0 count.

17. Game Time Limits

No new inning will begin after 55 minutes for all games except the Championship Games. In the Championship Games no new inning will begin after 70 minutes.

18. Tournament Divisions

Calculating Open Division Team Designation:

1. All Open Division players must be rated using the 2010 NAGAAA 27 questions rating system.
2. The ten (10) top rated players will be added together to calculate the team rating for all Open Division Teams.

D Division All teams rated 0-105. No players rated over 11 allowed on a D division team.

C Division All teams rated 106-145. No players rated over 15 allowed on a C division team.

B Division All teams rated 146-185. No player rated over 22 allowed on a B division team.

A Division Any team rated 180 or higher.

19. Protests

There are two kinds of protests that will be allowed. The first is for a Player's Eligibility or Rating. Only opposing teams can file a protest for a Player's Eligibility or Rating and must do so prior to the end of the game. The protest must be filed with the game umpire and needs to include the specific player (or players) being protested and for rating protests it needs to include the specific questions being protested. The cost to file a protest is \$50 and \$10 per question during Pool Games and \$100 and \$20 per question during Double Elimination games. If any aspect of the protest is upheld the total fees will be returned to the protesting team. All Protests will be heard by the established Tournament Protest Committee and that Committees decision will be final. If the protest is upheld and the team's rating exceeds the limit for the Division they are playing in or if a players rating exceeds the limit for a player in that division the protested game will be forfeited. The team can continue to play in the tournament as long as it wasn't their 2nd loss in Double Elimination play and if they drop the appropriate protested players that would allow their team rating to be within the limit for their division or drop any players that exceed the player rating limit for their division.

Rule interpretation protests need to be filed with the umpire at the time the ruling comes into question. There is no cost for a rules interpretation protest. The Umpire in Chief will resolve all rule interpretation protests. The Umpire in Chief's decision is final.

Judgment calls can not be protested.

20. Tournament Format

All Divisions will play a minimum of 2 pool games. Result of these pool games will be used to seed the teams for double elimination play.

Seeding for Double Elimination Play will be determined by win/loss records.

Ties to determine seedings will be broken by:

1. Head to Head competition
2. Run differential
3. Coin Flip

Our format has everyone entered in the tournament playing games on Sunday.

21. Awards

1st through 4th place awards will be given Open B, Open C, Open D.

All Champions will receive a Team Championship Trophy as well as individual awards for each Player.

Special Award will be given to the team that traveled the furthest to play in the ECC (Coach's home address will be used to determine winner of the Award.)

Spirit and Sportsmanship Awards will be given for each Division.

A Best Uniform Award will be given for the Entire Tournament.

MVP's T-Shirts - one per team

Tournament MVP awards will be given for each Division

22. Special Situations

The Tournament Director will resolve and have the final say on any situation that may emerge during the tournament that is not covered by these or ASA rules.