**2018 Santa Monica Girls Fastpitch Spring Tournament**  
  
8U, 10U, 12U Round-Robin Pool Play seeded into Single Elimination Championship Game.

Each team in each division will play four (4) Round-Robin games to determine seeding for the single elimination Championship Game to be played on Sunday April 29th, by the top two (2) seeds in each division.  
   
Tie Breaker Criteria:  in case teams have identical records at the end of Round Robin Pool Play  
   
1. Head to Head  
2. Runs Allowed  
3. Runs Scored  
4. Coin Toss  
   
Pitching restrictions for 8U and 10U:  Any combination of pitchers may be used subject to the requirement that each pitcher may pitch a maximum of the entire game less one full inning.  
   
The SMGF League Rule Modifications for the second half of the season will be enforced for all divisions, no new inning will apply in all divisions at one hour, thirty minutes (1:30), 8U will be 1:20. Drop dead time will be one hour, forty five minutes (1:45), 8U games drop dead at 1:30.  Pool Play games may end in a tie.

**Tournament Rules:**  
   
HOME Team: The winner of a coin flip has choice of HOME or VISITOR.  
   
Game time (Pool play: 8U): No new inning shall start after 1:20 (inning begins with the last out of the previous inning). Games end (drop dead) at 1:30; if a full inning has not been completed at the 1:30 mark, the final score shall revert back to the previously completed inning, unless the home team ties or gains the lead in the bottom half of the inning when time expires; games may end in a tie.

Game time (Pool play: 10U, 12U): No new inning shall start after 1:30 (inning begins with the last out of the previous inning). Games end (drop dead) at 1:45; if a full inning has not been completed at the 1:45 mark, the final score shall revert back to the previously completed inning, unless the home team ties or gains the lead in the bottom half of the inning when time expires; games may end in a tie.

Run limits (Pool play: 8U, 10U, 12U):

*8U: 3 runs max for innings 1-3, unlimited inning 4 and beyond*

*10U: 4 runs max for innings 1-3, unlimited inning 4 and beyond*

*12U: 5 runs max for innings 1-3, unlimited inning 4 and beyond*

Rule Modifications remain in place, except as modified in these Tournament Rules.  Defensive placement on the field as defined in the Local Rule Modifications will be required at 8U, 10U, and 12U, except that at 10U, the requirement that girls play one inning in the infield is lifted for tournament play. Rules not governed by the Local Rule Modifications shall be governed by ASA Rules.

**Championship Games**:  
   
A regulation Championship Game shall be:  
8U: No new inning shall start after 1:30 and no drop dead - or 5 innings   
10U: No new inning shall start after 1:30 and no drop dead - or 6 innings  
12U: No new inning shall start after 1:45 and no drop dead - or 7 innings

*Run limits (listed above) are still enforced*  
   
EXCEPTION: No championship game may end in a tie.  At the end of regulation play, a tied game shall proceed using the Tie Breaker Rule as defined by ASA Rule 5.11.  In the 8U division, if time has expired and the game is tied at the end of a complete inning, the game shall proceed using the Tie Breaker Rule as defined by ASA Rule 5.11.

Protests:  
Teams wishing to file a protest must make a deposit of $50 at the time the protest is lodged.  All protests will be adjudicated by the UIC, or the UIC’s designated representative on the field.  Protest deposits will be returned to the protesting teams should the protest be upheld by the UIC.  Protests fees that are not upheld by the UIC will be donated to the*SMGF*operating fund.

**Additional Tournament Rules**

1. Borrowing Players: We are aware that some/many teams will be short players in a number of games. A team must field at least seven players to avoid a forfeit, and may borrow a max of 3 players to field a full team. As the rules provide, those players must play the outfield and must bat last; no exceptions. The SMGF Board has instituted a **new rule** that teams may not borrow players who are on the 10u or 12u Select teams. This is to keep the competitive balance fair in the playoffs. The rule includes that a 10u Select player may not play up in a 12u game.  
  
2. Scoring:  Final scores are often misunderstood and complicated!  Our final scores matter because a championship spot could come down to a tiebreaker such as "runs allowed."  In particular, if the game ends at the **drop-dead time**and:

    A. The visiting team had their full ups and did not tie or pull ahead, any runs by the visiting team count toward the final score.  Even though the home team did not get or finish their ups, their runs do not count and the game is considered final, just like in the big leagues. Similarly, if a home team ties or  pulls ahead in the bottom of the inning, and the game is called, the runs do count and the game is a tie or a win for the home team.

   B.  If the visiting team does not complete their full ups (i.e., get three outs), whether they are ahead or behind, and the game is called, no runs count from that half inning  toward the final score; the game is considered final at the end of the previous full inning, and any runs scored by the home team in that inning do count even if they were ahead after the visiting team's ups.

3. Because scoring can be complicated, each team should have a scorekeeper, and both scorekeepers should confer each inning with the umpire, and after the game, to agree on the final score. TAs or scorekeepers should then email/text me and their division director the final score of the game. Once we've confirmed that both TAs agree on the final score, it will be posted on the SMGF website here ([Standings](http://santamonicagirlssoftball.org/Page.asp?n=141550&org=SMGFP.COM" \t "_blank)), which will keep scores and standings throughout the playoffs and championship.

4. 8U & 10U - Please remember that you have specific pitching and catching requirements or your team will forfeit even if you otherwise played a stellar game.  Please see the rules, but here are some details:

  A. Pitching and catching limitation: all teams must show at least two pitchers and two catchers in each game. No pitcher/catcher can pitch/catch more than "the entire game minus 3 consecutive outs or one inning."  This essentially means that a second pitcher and catcher must play at least one inning each.

  B.  All players must play at least two innings on defense.