

**SO CAL INDEPENDENT FAST PITCH LEAGUE  
Alliance Tournament – Palm Springs**

**A – POOL**

<b>A1</b>	<b>So Cal Heat</b>	<b>A4</b>	<b>Pala</b>
<b>A2</b>	<b>Beaumont Coyotes</b>	<b>A5</b>	<b>Maccabi USA</b>
<b>A3</b>	<b>Bandits</b>	<b>A6</b>	<b>Team DM</b>

**Schedule for Saturday, March 12, 2016**

<u><b>GAME TIME</b></u>	<u><b>DEM #7</b></u>	<u><b>DEM #8</b></u>
<b>9:30 a.m.</b>	<b>A2 - A1</b>	<b>A4 - A5</b>
<b>Score</b>	— —	— —
<b>11:00 a.m.</b>	<b>A6 - A1</b>	<b>A2 - A5</b>
<b>Score</b>	— —	— —
<b>12:30 p.m.</b>	<b>A6 - A3</b>	
<b>Score</b>	— —	
<b>2:00 p.m.</b>	<b>A3 - A2</b>	<b>A4 - A6</b>
<b>Score</b>	— —	— —
<b>3:30 p.m.</b>	<b>A3 - A4</b>	<b>A1 - A5</b>
<b>Score</b>	— —	— —

- **All teams will advance to a single elimination bracket on Sunday. Teams will be seeded based on their overall record – Win-Loss-Tie.**
- **If there are ties, the following will determine seed: 1) Head-to-head competition; 2) Runs allowed (all games played); 3) Runs scored (all games played); and 4) coin toss.**
- **If more than two teams are tied, the following will determine seed: 1) Runs allowed (all games played); 2) Runs scored (all games played); and 3) coin toss.**

**DEM = DEMUTH PARK, 4365 E. MESQUITE AVE., PALM SPRINGS, 92264**

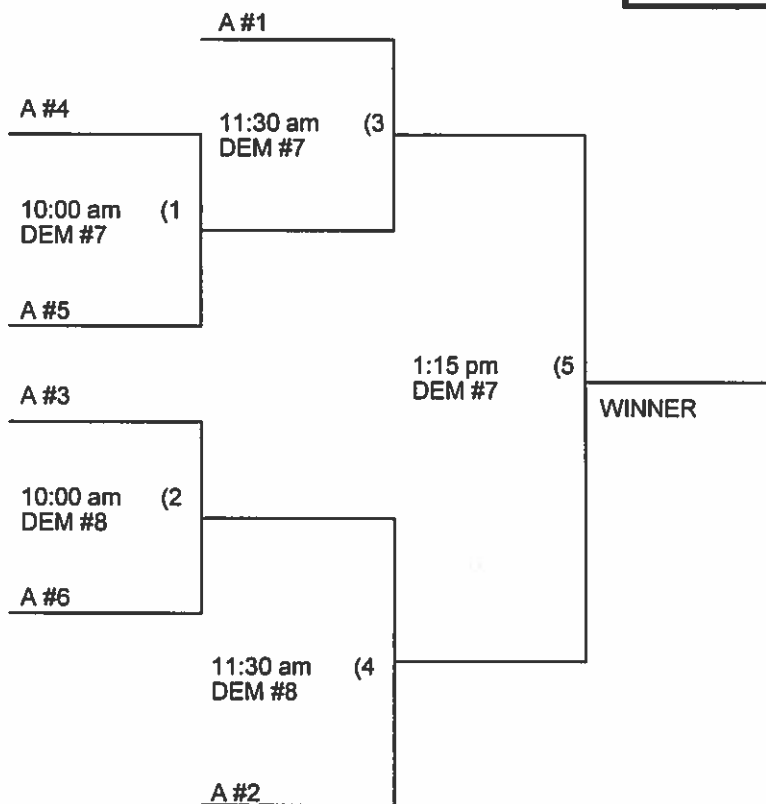
**REMINDER – SET CLOCKS AHEAD ONE (1)  
HOUR TONIGHT – DAYLIGHTS SAVING TIME  
STARTS!!! DON'T BE LATE TO GAMES!!!!**

SO CAL INDEPENDENT  
FAST PITCH LEAGUE

Alliance Tournament

PALM SPRINGS,  
CALIFORNIA

SUNDAY  
MARCH 13, 2016



**SOUTHERN CALIFORNIA INDEPENDENT FAST PITCH LEAGUE**  
**2016 OFFICIAL "ALLIANCE" TOURNAMENT RULES**

1. Teams must check-in with the Tournament Director at least 45 minutes prior to first game. Teams must provide completed roster by the end of the first game. No changes to rosters are permitted after check-in.
2. Line-ups must be submitted to game officials fifteen (15) minute prior to game time. Line-up sheets will be provided at check-in and are available from the tournament director during the tournament. Uniform numbers, position, first and last names are required. Games will be furnished by the Tournament.
3. You can use a Designated Batter (DB) and Extra Hitter (EH) in the line-up. Players designated as the DB or EH can be freely substituted on defense; however, the umpire must be notified of the changes. These changes do not count towards a player's re-entry. Players in the line-up on defensive only should be listed at the bottom of the batting order and marked as Defensive Specialist (DS). The player can enter the game on offense in any position, but you will lose the DS for the remainder of the game.
4. Runners - teams are allowed a Designated Runner (DR). The DR must be designated at the beginning of the game, and may run once per inning; the DR may play defense (for any player), however, you will lose the use of the DR for the remainder of the game. A Courtesy Runner (CR) is allowed for the pitcher or catcher **ONLY** and must be the last recorded out.
5. Teams must have a minimum of eight players in the dugout at game time or a forfeit shall be declared.
6. A 10-minute grace time will be allowed for the 9:30 a.m. game on Saturday only.
7. Home team for all games shall be determined by a coin toss prior to each game.
8. All games shall be 7 innings or one hour thirty minutes, whichever is sooner. No new inning shall start after one hour thirty minutes; any inning started shall be completed, unless the home team is leading. The time limit shall not be in effect for the Championship game.

In round robin play, the game can end in a tie. In bracket play, after the time limit or 7 innings, the International Tie Breaker will be used.
10. Any team leading by 15 runs after 3 innings, 10 after 4 innings or 7 runs after 5 innings shall be declared the winner, including the Championship game
11. NAFA rules shall be used, except as noted within the "Alliance Tournament Rules". Bats on the current ASA Non-Approved Bat List shall not be used. Use of an illegal or banned bat will result in the batter being called out and ejected from the game. If you are unsure of a bat ask before the game begins. **HELMETS ARE REQUIRED.**
12. Protests - All protests must be made in accordance with NAFA rules. A \$50.00 (cash) fee is required for any rule interpretation protest. The fee will be refunded if the protest is found to be valid. The Tournament Director and/or UIC will handle protests on site.
13. Tournament Director reserves the right to shorten, move or reschedule games as the need may arise.
14. Players ejected from a game for unsportsmanlike conduct prior to the 6<sup>th</sup> or last inning of the game are only ejected for the remainder of the game. If the player is ejected in or after the 6<sup>th</sup> or last inning, they will be ejected for the next game as well as the remainder of the game in which they were ejected.
15. Any and all players involved in a fight will be ejected from the game in progress and their team's next game. Depending on the severity of the fight, the tournament director and game officials have the authority to eject players and/or teams from the tournament for fighting. No refunds will be provided to teams who are excluded from the tournament for violations of tournament and/or NAFA rules.

# WELCOME TO PALM SPRINGS



- POST OFFICE
- GROCERY STORE
- ATTRACTION
- GOLF COURSE
- PARK
- DOWNTOWN PALM SPRINGS
- HOSPITAL

1 in. = approx. 5/8 mile  
(map not to scale)

