

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

A – POOL

A1	Budmen Fast Pitch	A6	Maccabi USA
A2	Rez Athletics	A7	Wah
A3	A1 Rockies	A8	So Cal Bandits
A4	So Cal Knights	A9	Some Guys
A5	Casa Trejo	A10	Morongo Men's Club

Schedule for Saturday, March 24, 2018

<u>GAME TIME</u>	<u>DEM #7</u>	<u>DEM #8</u>
9:00 a.m.	A4 - A1	A6 - A9
Score	___ ___	___ ___
10:30 a.m.	A3 - A1	A8 - A6
Score	___ ___	___ ___
12:00 p.m.	A4 - A5	A9 - A8
Score	___ ___	___ ___
1:30 p.m.	A3 - A6	A1 - A10
Score	___ ___	___ ___
3:00 p.m.	A5 - A2	A7 - A8
Score	___ ___	___ ___
4:30 p.m.	A4 - A9	A3 - A10
Score	___ ___	___ ___
6:00 p.m.	A5 - A7	A2 - A10
Score	___ ___	___ ___
7:30 p.m.	A2 - A7	
Score	___ ___	

- **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

SO CAL INDEPENDENT
FASTPITCH LEAGUE
ALLIANCE TOURNAMENT

SUNDAY, MARCH 26, 2017



SOUTHERN CALIFORNIA INDEPENDENT FAST PITCH LEAGUE
2018 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) minutes 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. Game balls 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 defense 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 Designate 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 (8) players in the dugout at game time or a forfeit shall be declared.
6. A 10-minute grace time will be allowed for the 9:00 a.m. game on Saturday only.
7. Home team for all games will 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 ahead. The time limit shall not be in effect for the Championship game.
9. **In round robin/pool play, the games will end at 1 hour 30 minutes regardless if they are tied.** In bracket play, after the time limit or 7 innings, if the game is tied, the International Tie Breaker will be used.
10. Any team leading by 15 runs after 3 innings, 10 runs 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 allowed. 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. Protest – 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. The 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 6th or last inning of the game are only ejected for the remainder of the game. If a player is ejected in or after the 6th 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.