

Softball

I. RULES

governing Class B, especially as they relate to home run limits. (4/04)

A. Rule Book:

ASA Official Rules of Softball (Amateur Softball Association)

B. Ground Rules:

The Tournament will be governed by ground rules as instituted by the host school. Games will be scheduled at 1 hour 45 minutes with the understanding that game times are approximate. In fact, subsequent games will start 15 minutes after the conclusion of the previous game. (05/06)

C. General Rules:

1. The official IASAS ball for Boys: 12" with a .52 COR/max 300 lbs. compression. NOTE: This will become effective for the 2016 IASAS Tournament. For the 2015 tournament the ball for boys will be the 12" .44 COR/max 375 lbs. (4/14)
2. The official IASAS ball for Girls: 11" with a .44 COR/max 375 lbs. compression (05/05)
3. The team designated as 'home team' in the finals will be the team with the highest ranking after the round robin including the mini-series if one is necessary. In the case of identical records, head to head will determine the home team. If they have not played, a coin toss will decide.
4. The dimension of the field for the boys' tournament, when possible will meet the ASA rules of a 275/300 range. (5/99)
5. Bats that are approved by the ASA June 1st each year can be used for the following twelve months. (4/08)
6. Teams must play all five rounds of the Round Robin even if the last game is a repeat of the Championship Game (5/00).
7. IASAS Softball is designated as a Class B Division and will follow the ASA Rules

II. RULE EXCEPTIONS

- A. A team may play with a minimum of nine (9) players instead of ten (10) players before forfeiting the game.
- B. A game will be called when the home team has a 15 run lead after 4½ innings with the home team coming to bat. (5/00)
- C. A pitching strike zone mat will be employed. The strike mat will be considered as home plate when a player is coming in to score (04/2012).
- D. The strike zone mat will be a 22 inches wide, 30 inches long and will be placed such that it will cover and be flush with the front of home plate. (04/2012) The mat should be made of a rubber substance, for safety reasons. (5/96)
- E. No new inning may start after one hour and 30-minutes during preliminary rounds providing the game is regulation. Tie-games will be continued using individual game tie-breaker rule until a winner is determined. Championship games only will consist of seven innings or until a tie is broken with no time limit. Consolation games will follow the same tie-breaking procedures as round robin.
- F. The individual game tie-breaker will be employed starting at the end of the regulation game, each offensive team will start with a runner on second base. This runner will be the player due to bat 10th in the innings (for 11th if an EP is used).
- G. There will be an extra safety base at first base on both fields. (5/96)
- H. When games are modified such that each batter starts with a 1-1 count, a third strike foul will count as a strikeout upon the second foul ball after the count has reached strike two. (10/10)
- I. Coaches have the option to bat all 12 players on the Roster. (05/06)

- J. The ball must be delivered with perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of twelve feet from the ground. (04/2012)

III. ROSTERS

Rosters (up to 12 boys and 12 girls) must be submitted two weeks prior to the tournament and include the following information:

- A. Name;
- B. Grade;
- C. Passport nationality;
- D. Birth date;
- E. Uniform number;
- F. Housing preference, and
- G. List of bats (manufacturer, model name, etc) (05/07)

IV. ENTRIES

Not applicable.

V. SUBSTITUTION

As in the A.S.A. rule book.

VI. FACILITIES

Two softball fields are required, one of which must be on the high school campus with some spectator seating. The other field should either be on campus or be near the high school.

VII. SPECIAL EQUIPMENT

Helmets are required for all IASAS Softball games. (4/04)

VIII. UNIFORMS

As in the A.S.A. rule book. (The hat rule will be enforced).

An Arabic whole number (0 – 99) of contrasting color, at least six inches (15.24cm) high must be worn and visible on the **back** of all uniforms shirts. (10/06)

IX. TIE BREAKING FOR ROUND-ROBIN RANKING

When there is a tie in the ranking list and three or more teams are involved and the tie cannot be broken under the head to head format (see “Resolution of a Tie” in the general rules section) e.g. each team has one win and one loss under a three team head to head comparison (X beats Y; Y beats Z; Z beats X), then the teams involved will enter a playoff series wherein they will play a game against each other team involved in a tie. These games will be called playoff games and teams will draw for identification purposes i.e. Team A, Team B, Team C, etc. (see draw below).

Playoff Games:

- A. Will consist of one inning of normal play.
- B. Should two teams be tied after the one inning, they will continue to play extra innings until a decision is reached.
- C. Each inning will start with the 10th scheduled batter (11th using an EP) for that inning starting on second base. After the playoff round robin, the team with the most wins will be ranked highest and so on.

If all the teams are still tied, then the playoff series will be replayed and the entire procedure repeated. However, the order of games and designation of Home Team will change according to the following matrix.

Playoff Round	Game 1	Game 2	Game 3
	(Home vs Visitor)		
1	A vs B	B vs C	C vs A
2	C vs B	A vs C	B vs A
3	C vs A	A vs B	B vs C
4	B vs A	C vs B	A vs C
5	B vs C	C vs A	A vs B
6	A vs C	B vs A	C vs B
7	Start at 1 again		

X. OFFICIALS

The number and source of officials is to be determined by the host school. However, it is recommended that there be three (3) umpires for every game if possible.

XI. PROTESTS

See 'Protest' section of Handbook.

XII. POST SECTION PLAY

After the round-robin league play, the top two seeded teams will play a championship match to decide 1st and 2nd place.

The 3rd and 4th ranked teams will play for 3rd place.

There will be no post section play for the 5th and 6th ranked teams.

It is recommended that Championship Games should not be played concurrently. If a Championship game is scheduled at a given time, but a previous game runs over time, the start of the next Championship Game will be delayed. (However, the Tournament Director has the right to moderate the schedule if the weather or fading light becomes a factor). (5/00)

XIII. AWARDS

A. Championship Team:

- 1 IASAS Traveling Plaque
- 2 IASAS Championship Plaque
- 3 Team Members-Champion Chevrons (14)
- 4 Team Members – Gold Medals (14)

B. Runner-up:

- 1 Team Members-Runner-up Chevrons (14)
- 2 Team Members – Silver Medals (14)

C. Third Place:

Team Members – Bronze Medals (14)

D. All-Tournament:

The 12 all-tournament players will receive an all-tournament chevron.