

**DIAMOND BAR**  
**16<sup>TH</sup> ANNUAL ALL-STAR TOURNAMENT**  
**June 5-7 & 12-14, 2009**

**All-Star Tournament Information and General Rules**

1. The tournament will consist of six divisions. (All ages as of Jan. 1, 2009), 6U, 8U, 10U, 12U, 14U & High School.
2. All teams must check in and submit the following at least 1 hour prior to their first game:
  - Completed roster
  - Players ASA Card
  - Birth Certificates for High School Division (copies are accepted & player photo)All teams must check-in at Peterson Park (except 6U). 6U teams will check in at Pantera Park. A designated person may be sent for check-in.
3. No Travel Ball Teams/Players.
4. The tournament is open to each city's Divisional All-Star players.
5. Each team is to supply their own insurance and agrees to hold harmless any and all individuals, organizations, and governmental bodies for any injury that may occur due to their participation in our tournament.
6. Individual trophies will be awarded to the First and Second place teams in each division.
7. No infield practice will be allowed between games - use the grass areas surrounding the fields.
8. Ten (10) minutes prior to game time, there will be a coin toss to determine home team and line-up sheets are due. An official score sheet will be provided to the Home team. Home team will provide a scorekeeper.
9. Game time is forfeit time. (No exceptions). First team listed on the schedule will take 3<sup>rd</sup> base side. Top team listed on the bracket play will take 3<sup>rd</sup> base side.
10. All 8U, 10U, 12U, and 14U games will have a 1 hour 20 minute time limit. No new inning shall start after 1 hr. 20 min or will conclude at the end of the 7<sup>th</sup> inning which ever comes first. 10U, 12U and 14U championship games will play a full 7 innings (8U will play a full 6 innings).
11. 6U games will have a 1 hour 15 minute time limit. 1 hr. 15 min. drop dead or the end of the 5<sup>th</sup> inning, which ever comes first. 6U championship games will play 5 full innings or 1 hour 30 minutes.
12. High School pool play games will have 1 hour 20 minutes drop dead. Elimination games will have no new inning after 1 hour 20 minutes.
13. International tie-breaker rule will be in effect for all divisions in single elimination and championship games only. Ties stand in pool play.
14. Round Robin batting is permitted in the 10U, 12U, 14U and High School divisions. If you choose to bat round robin, all rostered players must bat. Round Robin batting is required in the 6U and 8U divisions.
15. The mercy rule takes effect after 4 complete innings, if a team is ahead by 10 runs or more, or if a team is ahead by 8 runs after 5 complete innings. The game will be terminated and the team that is ahead will be declared the winner.
16. Any coach, manager, player, or team follower ejected from a game shall remain ejected from the game. A second ejection of any person associated with that team, regardless of offender or offense, will result in team removal for the remainder of the tournament.

17. No protests will be allowed.

18. 2009 Official Fastpitch ASA Guide Playing Rules as adopted by the Amateur Softball Association of America (published by ASA/USA Softball) will be used in the Diamond Bar Tournament. Modifications or exceptions are below:

- The re-entry rule will be used.
- No dropped third strike in 6U and 8U. There will be a closed home plate in 6U and 8U.
- There will be no 9<sup>th</sup> batter rule.
- No team may score more than 6 runs per inning in the 8U and 10U divisions and 4 runs in the 6U division (excludes championship games). There is no run cap in the championship game for each division. (Except 6U)
- No run cap for 12U, 14U and High School Divisions.

19. Tie breaker for pool standings/seed position is as follows:

1. Win - loss record.
2. Head to Head.
3. If the games are still tied, percentage formula:  
Divide the total runs scored by the total runs given up.  
Highest number wins.
4. Least runs allowed.
5. Coin toss.

This tie breaker will be used for 1<sup>st</sup> Place, then 2<sup>nd</sup> Place, etc.

Example 1	Example 2
Team 1 PF $\frac{12}{4} = 3$ <b>WINNER</b> PA 4	Team 1 PF $\frac{7}{12} = 0.58$ PA 12
Team 2 PF $\frac{15}{7} = 2.14$ PA 7	Team 2 PF $\frac{10}{12} = 0.83$ <b>WINNER</b> PA 12

20. Division	Pitching	Baselines	Ball
6U	30'	60'	10" Worth Soft-Dot
8U	30'	60'	10" Worth Soft-Dot
10U	35'	60'	11" Worth Rif Level 1
12U	40'	60'	12" Worth Dream Seam
14U	40'	60'	12" Worth Dream Seam
HS	40'	60'	12" Worth Dream Seam

21. Scheduled game times for single elimination games will be available on the Tournament Telephone Hotline or our web site after completion of the final pool play game.

The Hotline number is:  
(909) 612-0417.

Web Site: [www.dbgs.org](http://www.dbgs.org)

# Diamond Bar Girls Softball 2009

## 8U Tournament Rules

The current 10U USA/ASA Official Rules of Softball and the Southern California ASA Rules and Regulations shall be in effect in the tournament with the following exceptions and modifications:

### Game Time

- No new inning shall start after 1 hr 20 min or will conclude at the end of the 6<sup>th</sup> inning which ever comes first. Ties will stand in pool play.
- Championship game will play a full 6 innings.

### General Rules

- NO COACH PITCH. ONLY PLAYER PITCH.

### Offensive Rules

- Runners can only steal one base per pitched ball.
- Base runners may not lead off until the ball leaves the pitchers hand.
- Round robin batting order must be used in the 8U division.
- Home plate is closed.
- No dropped third strike rule.

### Defensive Rules

- No more than 10 players will be allowed on the field at one time.
- With 10 players on the field, there will be 4 outfielders.
- All outfielders must be standing on the outfield grass at the beginning of the each play.
- Infield Fly rule will not be in effect in 8U.

# Diamond Bar Girls Softball 2009

## 6U Tournament Rules

### Game Time

- 1 hr. 15 min. drop dead or will conclude at the end of the 5<sup>th</sup> inning which ever comes first. 4 run cap per inning. Ties will stand in pool play.
- Championship game will play 5 innings or 1 hr. 30 min (which ever is first) with a 4 run cap per inning.
- A coin flip before the game determines home and visitor. Score will be kept by the home team.

### General Rules

- Coach pitching distance is 30 feet from home plate.
- Teams can only warm-up in the outfield and hitting into fences is not allowed.
- The first team listed on the schedule will take the 3<sup>rd</sup> base side. Top team listed on the bracket play will take 3<sup>rd</sup> base side.

### Offensive Rules

- Round robin batting order must be used in the 6U division. There will be no 9<sup>th</sup> batter rule.
- Each batter receives 3 pitches (or fourth if foul ball, etc.) from a coach and then three swings off the tee.
- There will be a 15-foot arc in front of home plate extending from the first base line to third base line. A hit ball that does not pass this line is considered a foul ball.
- Bases will be 60 feet apart and the center of the pitching area will be 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the pitcher's circle.
- Base runners cannot leave their base until after the ball is hit and can only advance to home on a hit.
- For any ball hit, base runners are stopped when the ball is returned to the pitcher's circle. If they have already passed the halfway line to the next base, then they can advance to that base.
- On a hit ball, base runners are stopped when the ball is returned or crosses the pitching circle. If they have already passed the halfway line to the next base, then they can advance to that base.
- Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.
- Two coaches are allowed in the outfield when their team takes the field.
- All outfielders must be standing on the outfield grass at the beginning of the each play.

### Defensive Rules

- No more than 10 players will be allowed on the field at one time.
- With 10 players field there will be 4 outfielders.
- All outfielders must be standing on the outfield grass at the beginning of the each play.
- Infield Fly rule will not be in effect in 6U.

### General Information

- All teams will be required to check in at Pantera Park 1 hour prior to their first game on Saturday morning.
  - Complete Roster
  - Players ASA Card
- 1<sup>st</sup> and 2<sup>nd</sup> place trophies will be awarded.
- All teams should anticipate playing on Saturday, June 7<sup>th</sup> and Sunday, June 8<sup>th</sup>.
- Park restrooms will be open for all games.
- Each team is responsible for cleaning their dugout after each game.
- No foul language or verbal abuse will be tolerated.
- Tournament information and all schedules will be posted at [www.dbgs.org](http://www.dbgs.org).