

2009 Liberty Classic

Rules

Open Division

The Liberty Classic will follow ASA and NAGAAA rules except for the rules listed below:

1. Registration & Rosters

All Players must register by signing their team's ratings roster prior to appearing on a lineup card. Any player found playing a game without having signed the player roster is subject to suspension and the team will forfeit that game. Any previous games will also be subject to forfeiture. A Photo ID will be required at registration. All teams must submit team roster with ratings for their players. The ratings from the previous year are in effect. There will be no managers meeting. Manager packets can be picked up at registration. There will be no player registration on Sunday. Teams must provide an ASA registration card.

1A: Pick Up Players

Teams playing in the "Open B" are allowed to add one "A" player, rating over a 20, to their roster, permitted that the top ten players are not over the 170 rating for that division.

2. Run Rule

If any team is leading by:

20 after 3 innings, 15 after 4 innings, 10 after five innings, the game will end. This rule is in effect for all games.

3. Home Team

Home team for each game will be determined by flip of a coin.

4. Official Scorebook

The official scorebook will be that of the home team. The visiting team is highly encouraged to confirm the score with the home team every 1/2 inning.

5. Tie-Breaker

Ties will stand in all pool play games when time has expired. During elimination play, if the score is tied after the completion of 7 innings of play or when time has expired, then the international tie-breaker rule shall go into effect. When each team takes offense, the last

batter from the previous inning is placed on 2nd base and normal play resumes until the tie is broken.

6. Forfeit

Forfeit time is game time. If games are behind schedule then game time will be as soon as the umpire starts the game clock. If a team is unable to field at least 9 eligible players at game time or game start time they will forfeit the game.

7. Short-Handed

A team must have at least 9 players present to start or continue a game. If a team starts a game with less than 10 players, then the vacant position must be listed last in the batting order and an out will be assessed when the vacant position comes to the plate in the batting order. If playing short handed and an additional player arrives, they can enter the game immediately and they must be inserted into the vacant position.

8. Courtesy Runner

A team is allowed one courtesy runner per inning. The courtesy runner is the last out or, if it is the first inning and there are no outs it's the last batter in the batting line-up. If an injury occurs during a game, a runner will be allowed only with the approval of the opposing coach, otherwise, you need to substitute or keep the injured player in.

9. Extra Batters

Teams can have up to 12 players on their batting lineup. If a team starting with 12 players loses a player during the game and has no one to substitute for that player, then an out will be assessed whenever that player would have come up to bat.

9A: Ejected Players

Any player ejected from a game is ineligible to play in their team's next game at the discretion of the umpire. The UIC will be notified as well as the field representative to determine if further action is required based on the situation.

10. Home Run Limits

Limit of over-the-fence home runs will be used in all divisions. Excess home runs, after the limit, will be an out to the batter, only on fenced fields. The following limitations are per team per game:

Two (2) "B" Division – after (2) an out will be assessed.

One (1) "C" Division – after (1) an out will be assessed.

Zero (0) "D" Division – any home run over the fence will be an inning ending out.

11. Approved Bats

All ASA approved bats will be allowed for play in all divisions. Please have your team's bats available for inspection prior to the start of your game. Any bat which is found to have a flat surface, cracked, dented or altered from the original manufactured form or exceeds BPF 1.2 shall be confiscated by the umpire and returned after the team has been eliminated from the tournament.

12. Uniform's

Teams are to have like colored uniforms with a whole number (0-99) of contrasting color; at least 6 inches high must be worn and visible on the back of all uniforms. No players on the same team may wear identical numbers (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.). Visible jewelry (watches, bracelets, rings, necklaces, earrings, lip rings, nose rings, bands and similar wristbands, etc.), pagers, keys, clips, bandanas, and sun-glasses on top of hats may NOT be worn during games.

13. Line-up Cards

Teams will exchange line-ups at the beginning of each game. Line-ups need to include player's first initial and last name with a jersey number and any substitutes for that game. If a player was not listed on the lineup as a substitute at the beginning of the game they will not be eligible to enter that game, unless the team is playing short handed not due to a player ejection.

14. Base Stealing and Bases

Base stealing is not allowed. The ASA double bag rule is in effect if being used at that field; defensive players must use the inside bag at 1st base, offensive players must use the outer bag if not continuing to second base. In the event of a wild throw to 1st, both bags are open to both players. In the case of a single bag at 1st base, defensive players must use the inside half of the bag, offensive players the outside half when running through the bag.

15. Eligible Players

A player is eligible to play in the Liberty Classic Open Division if they have signed their team's roster. Their placement on a team's roster must comply with the division determination rules indicated below. No player is allowed to be on more than one team's roster that is playing in the Liberty Classic. Placement on a team's roster must comply with the division determination rules indicated below.

16. Strike Count

Round Robin games will begin with a 1-1 count with NO foul to give. Elimination games will begin with a 0/0 count with NO foul to give.

17. Game Time Limits

Round Robin: No new inning will begin after 55 minutes. Games can end in a tie.

Elimination Play: No new inning will begin after 55 minutes. International run rule if the game is tied.

Championship and IF games: shall be a full 7 innings, although the run rule is still in effect.

18. Tournament Divisions

Calculating Open Division Team Designation: All Open Division players must be rated.

Teams or

players that do not have an established NAGAAA ratings must be rated and those ratings submitted on that teams roster

Players that have an established NAGAAA rating from the previous year must use that rating.

All ratings are subject to protest.

The ten (10) top rated players will be added together to give the team rating for all Open Division Teams as follows:

D Division: All teams rated 0-100. No players rated over 10 allowed on a D division team.
C Division: All teams rated 101-130. No players rated over 14 allowed on a C division team.
B Division: All teams rated 131-170. No player rated over a 20, except the one “A” player that may be over that rating.

19. Protests

There are two kinds of protests that will be allowed:

1. Player’s Eligibility or Rating
2. Rule interpretation

The first is for a player’s eligibility or rating. Only opposing teams can file a protest for a player’s eligibility or rating and must do so prior to the end of that game. The protest must be filed with the game umpire and needs to include the specific player (or players) being protested and for rating protests it needs to include the specific questions being protested. The cost to file a protest is \$100 and \$25 per question during round robin games and \$125 and \$50 per question during elimination games. No protests will be accepted during trophy games. If any aspect of the protest is up-held the total fees will be returned to the protesting team. All Protests will be heard by the established tournament protest committee and that committee’s decision will be final. If the protest is upheld and the team’s rating exceeds the limit for the division they are playing in or if a players rating exceeds the limit for a player in that division the protested game will be forfeited. The team can continue to play in the tournament as long as it wasn’t their 2nd loss in elimination play and if they drop the appropriate protested player/s that would allow their team rating to be within the limit for their division or drop any players that exceed the player rating limit for their division.

The second is for Rule Interpretation: Rule interpretation protests need to be filed with the umpire at the time the ruling comes into question. There is no cost for a rules interpretation protest. The Umpire in Chief will resolve all rule interpretation protests. The Umpire in Chief’s decision is final. Judgment calls cannot be protested. Protests during round robin play will be heard at the designated complex for each division immediately after round robin play and before elimination play begins. Results of the protest (if any) will be applied to the protested team prior to Bracket Play. Protests during elimination play will be heard immediately (on site) after the game in question and will be decided before either team continues on in the tournament. Results of the protest (if any) will be immediately applied in elimination play.

20. Tournament Format

All divisions will play 2 pool games that will seed them for double elimination play. This format guarantees every team 4 games. Seeding for double elimination play will be based on the following record priority:

- A) won/loss/tie record in the following order: 2-0-0; 1-0-1; 1-1-0; 0-0-2; 0-1-1; 0-2-0
- B) If there are more than one team with the same record, those teams will be drawn out of a hat for seeding.

Round Robin:

- A. Round robin will be selected by distributing participating cities teams across all pools in the division.
- B. Round robin games will have a 55 minute time limit with no new innings after 55 minutes.

C. Each batter will begin with a 1-1 count with NO foul to give.

Double Elimination Play:

A. All double elimination games except championship games will have a 55 minute time limit with no new inning starting after 55 minutes.

B. Ties will be played out using the International Tie-Breaker Rule. The last out of the previous inning will go to second base. Play will resume with each team getting three outs, playing complete innings until the tie is broken.

C. All championship games will be a full seven innings, unless a team is run ruled, with no time limit.

D. Each batter will start with a 0-0 count and NO foul to give.

21. Sportsmanship

Any player ejected from a game due to unsportsmanlike conduct will not be eligible for their next game. Any excessive unsportsmanlike conduct could result in a player being eliminated from the tournament at the discretion of the tournament field representative(s).

22. Specific Field Rules

The umpire will address all rules for each field at the time the line ups are exchanged.

23. Alcohol Consumption

No Alcohol is allowed at any of the tournament complexes. Any player or spectator observed drinking or is deemed to be intoxicated will be ejected or asked to leave the complex, from the game or tournament. Any team violating this rule shall be removed from the tournament and forfeit all games.

24. Seeding for Double Elimination

Seeding for the tournament will be posted ASAP after the completion of the last round robin games and will begin elimination games promptly thereafter. All teams should be ready to play elimination games after the seeding process has been reviewed.

25. Umpires

The Umpire-in-chief for Liberty Classic 2009 will be Bill Mitchell, AKA Cubby from Phoenix.

26. Other Information

Huntington Beach Sports Complex there is a \$1.00 per day parking fee. Keep your receipt on your dash board and you will not get a ticket.

You will have in and out privileges.

27. Awards

1st through 3rd place awards will be awarded in each division.

28. Special Situations

The Tournament Director, with consultation, will resolve and have the final say on any situation that may emerge during the tournament that is not covered by these or ASA rules.

PLAY SAFE, PLAY HARD, PLAY TOGETHER