

2009 Evanston Express Tournament

A qualifier for the "B" ASA Northern Nationals

Field Locations: (Use links and see map below)

- **James Park**, Dodge Ave. & Oakton St., Evanston:
<http://www.evanstonbaseball.com/maps/james.shtml>
- **Robert Crown**, Dodge & Main St., Evanston:
<http://www.evanstonbaseball.com/maps/crown.shtml>
- **ETHS**, Dodge & Church St., Evanston:
<http://www.evanstonbaseball.com/maps/eths.shtml>

Registration

- Proof of insurance, ASA sanction cards, and rosters can be submitted anytime prior to tournament date via email to Softball@EvanstonExpress.com. If these items have not been submitted by email, they'll need to be presented during check-in.
- All coaches complying with eligibility including ASA sanction cards will receive a complimentary copy of **ASA Softball's 2009 Official Rulebook** with their coaches' packet. Any team found violating eligibility rules will be disqualified and no refund will be given.
- **Check-in will be done at the park of your first game.** Teams playing at James Park should approach the registration table under the blue awning between Fields 1 and 2 at least 1 hour before the start of their first game. Teams playing at Robert Crown and ETHS will be checked-in at their fields of play.
- Birth certificates must be accessible and available on request during the entirety of the tournament weekend.

Rules All Divisions Except Where Noted

1. ASA Rules govern play, including batting orders and substitutions, except as follows:

10U Pool Play and 10U Elimination Play:

- No dropped third strike.
- Scoring limit. The 7-run rule is in effect, meaning that neither team can score more than 7 runs, until the final inning. In the final inning (which will be determined and announced by the umpire), both teams can score unlimited runs until 3 outs are recorded.
- Free substitution: Teams must bat the entire lineup and may substitute freely at all positions, including pitcher.

12U and 14U Pool Play and 12U and 14U Elimination Play:

- A designated player (DP) may be used for any player provided it is made known before the start of the game and the DP's name is indicated on the lineup as one of the hitters in the batting order. The name of the player for whom the DP is batting (the FLEX) must be placed in the last position in the lineup. All ASA rules on the use of the DP and FLEX apply. Teams may also use an Additional Player (AP), who can hit and can free-substitute defensively with any other player.

The AP may hit anywhere in the batting order. If a team uses a DP and an AP, its lineup will include 10 hitters.

For All Divisions at All Times:

- Time Limits/Weather Permitting: All games are 7 innings, Game Time is Forfeit Time.

A. Pool Play and Elimination Play / Except Semi-Final and Championship Games:

No new inning will begin after 1 hour and 20 minutes. A pool play or elimination game (other than Semi-Finals and Championships) will end after 1 hour 35 minutes (drop-dead time). If the home team is ahead it is the winner; otherwise, the winner is the team that was ahead at the end of the last full completed inning. Pool play games may end in a tie.

B. For the Semi-Final and Championship Games the following timing applies:

- **10 & Under:** No new inning after 1 hour 30 minutes. After, International Tie-Breaker rules noted below apply.
- **12 & Under:** No new inning after 1 hour 30 minutes. After, International Tie-Breaker rules noted below apply.
- **14 & Under:** No new inning after 1 hour 45 minutes. After, International Tie-Breaker rules noted below apply.

The Tournament Director may alter the above time limits based on weather and any other necessary circumstances.

A new inning starts immediately upon the final out of the preceding inning.

International Tie Breaker: In Elimination Play Games only, games tied after 7 innings or expiration of the above time limit guidelines shall be completed using an International Tie Breaker. Each team begins its at bat with a runner on 2nd base (the batter recording the last out of the prior inning) and no outs. Again, pool play games may end in a tie.

Slaughter Rule: 15 runs after 3 innings, 12 after 4 innings or 8 runs after 5 innings.

Courtesy Runners: Players not in the starting lineup may be used as courtesy runners for the pitcher or catcher at any time without counting as a substitution. The same runner may not be used for both the pitcher and the catcher in the same inning. If everyone on the bench is in the starting lineup and/or has entered the game as a substitute, the courtesy runner will be the player who made the last out. Again, the same runner may not be used for both the pitcher and the catcher in the same inning.

On-Deck Batters: On-deck batters must stand behind the batter and must not obstruct the opposing team Coach from giving signals.

2. First Teams listed in Pool Play and the higher Seed in Elimination Play will occupy the third base dugout.
3. All games are officiated by umpires from the Suburban Umpire Association (□SUA□), whose decisions shall be final. No protests will be allowed. Umpires are responsible for reporting "official" game results. The winning coach is responsible for verifying the report. Line-up cards shall be given to the opposing coach

and the umpire prior to the game. Umpires have full discretion to: 1) Eject coaches, assistant coaches, or players for inappropriate behavior; 2) Require runners for the pitcher or catcher; 3) Limit warm-up pitches or warm-ups by fielders; and 4) Prevent delay tactics or other inappropriate actions that abuse the time limits. Unsportsmanlike conduct of any kind will not be tolerated.

4. Coin flips determine home team for all pool play games. The higher seeded team is home team for all Elimination games, including Championships. If teams have equal seed in Elimination play, home team will be decided by the best record in pool play, and then by a coin toss.

5. **Winning percentages in pool play determine seeding for single Elimination Play. Ties in Pool Play games count as one half win and one half loss. Ties in seeding will be broken in the following order:**

1. **Head to head competition**
2. **Fewest runs allowed**
3. **Coin toss**

6. Coaches of each team are asked to present an MVP award to a player of the other team at the end of each game. Each player is limited to one MVP award during pool play, one MVP award during Elimination games, and one MVP award for the Championship Game. Therefore, a maximum 3 MVP awards to any one player should be presented during the Tournament.

7. Champion and 2nd Place individual player medallions and Team Trophies.

RAIN DELAY PROCEDURES

Due to expended Tournament costs, no Refunds will be allowed.

1. ALL DECISIONS OF THE TOURNAMENT DIRECTOR ARE FINAL.

2. The Head Coach is responsible for staying in contact with the Tournament Director (contact information below). Additionally, information will be updated on the Evanston Express website (<http://www.EvanstonExpress.com>). If there are rain delays, a team must be available to play on 15 minutes notice or it forfeits any rescheduled game.

3. In case of rain delays, game schedules and time limits will be modified to the extent possible as weather and time permit to allow an approximately equal number of pool play games for teams in the same division. Games may be transferred to locations different than those designated on the initial schedule. Because most of the tournament fields are not lighted, pool play and elimination games may be canceled to the extent necessary to complete the tournament.

RAIN RELATED POOL PLAY PROCEDURES

1. If a pool play game is suspended due to rain and not completed:

- The home team is the winner if it is ahead at the time of suspension;
- If the visiting team is ahead at the time of suspension, the game is deemed to have ended at the end of the last complete inning;
- If the game is tied when it is suspended at the end of an inning, the game shall end in a tie. If the game is tied when it is suspended in the middle of an inning, the game is deemed to have ended at the end of the last complete inning;
- Ties count as one half win and one half loss for each team.

2. In order to move the tournament along, the Tournament Director may at his sole discretion decide that a game that has been suspended will not be completed even if favorable weather resumes, and the winner will be determined under the above procedures.
3. The Tournament Director at his sole discretion may shorten time limits for pool play and/or eliminate pool play games.

RAIN RELATED ELIMINATION PLAY PROCEDURES

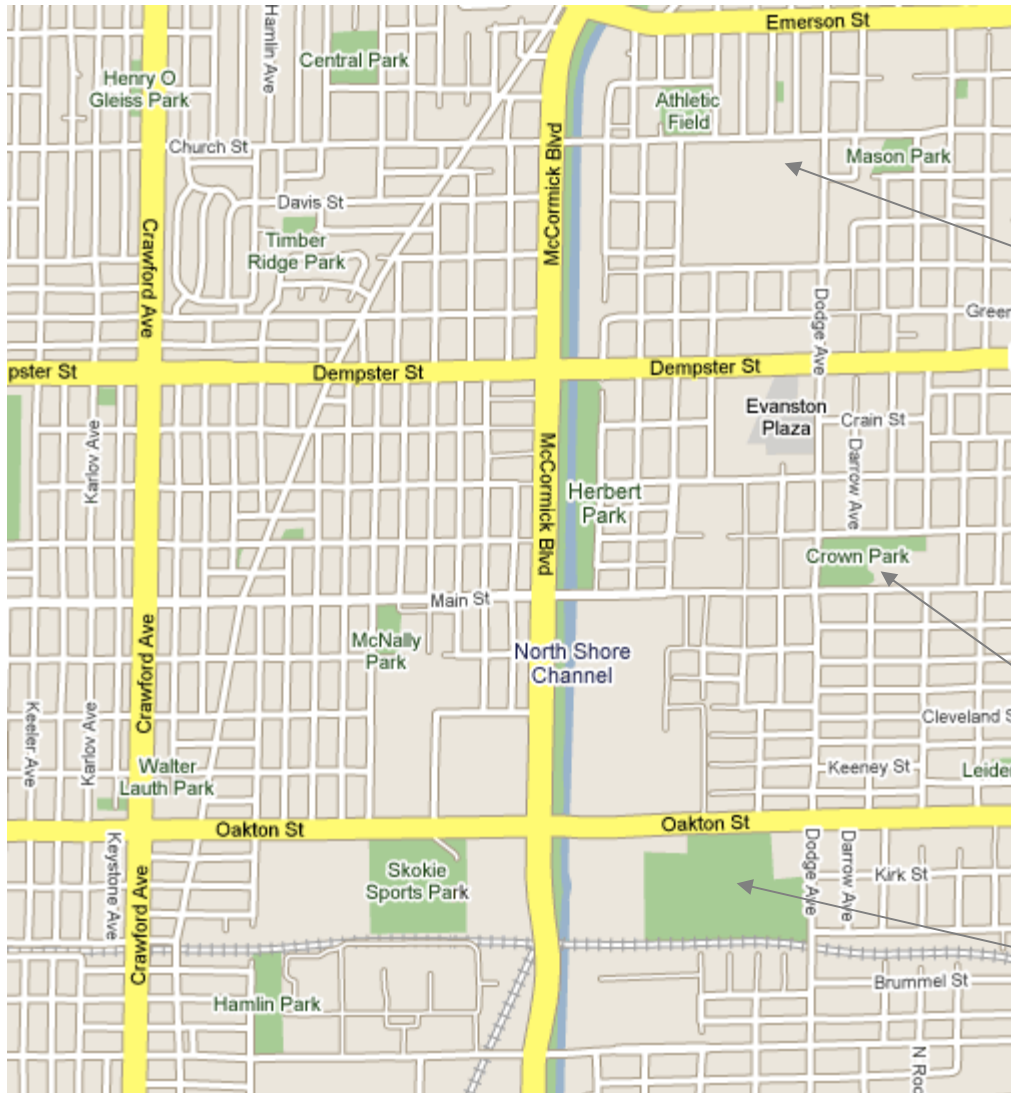
1. Pool Play procedures above apply. An incomplete game will be resolved in the same manner as a suspended pool play game. If the game ends in a tie under these rules, the winner will be determined by coin flip under the following procedures.
 - The preliminary coin flip is called by the team from the furthest away from the field location.
 - The winner of the preliminary coin flip will then call the first and third flips and the loser will call the second flip. The game winner is the team winning two out of three flips.
2. The Tournament Director at his discretion may cancel playoff games, restrict elimination games to certain seeds, adjust starting times, and revise time limits to determine tournament champions.
3. If a "seeded game" (a game in which at least one team is designated as "Seed X" on the bracket listing), the higher seed will be the winner. If any other elimination game (including Championships) is canceled, the winner will be determined by the coin flip procedure described in # 1 above.

Thank you for participating in the 2009 Evanston Express Tournament. Please feel free to contact any of our numerous volunteers throughout the tournament weekend if any issues arise.

Dan Managlia
2009 Evanston Express Tournament Director
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Cell: 847-226-9530

Directions

Directions are also accessible online at:
<http://www.evanstonbaseball.com/team/directions.shtml>



Evanston Township
High School (EETHS)
1600 Dodge Street
Evanston, IL 60204

Robert Crown
1701 Main Street
Evanston, IL 60202

James Park
Oakton and Dodge
Evanston, IL