

## 2022 Holmen Coulee Classic

### Coaches

ASA and Seven Rivers Athletic Association (SRAA) rules will apply with any exceptions listed below. Metal cleats are **NOT** allowed.

**Pitching distance** will be 35' for 10u and 40' for 12u

**The Hoffman Rule** (all members of the team bat) may be used but is not mandatory. If the Hoffman Rule is used, any courtesy runner for the pitcher or catcher would be the last recorded out.

**Run rules:** 12 after 3 innings, 10 after 4 innings, and 8 after 5 innings.

A team not ready to play within 10 minutes of the start of their game will forfeit with an 8-0 score. Teams must have 7 players to begin the game.

**Game Length & Time Limits:** Games will last a maximum of 6 innings with no new inning after 65 minutes. Game time of 70 minutes with a **dead** stop. (Final score from last full inning played). The time limit begins with the first pitch of the game. (A new inning begins when the third out of the previous inning is recorded.) Pool Play games may end in a tie. There will be no time limit for championship games. Tournament officials reserve the right to change the schedule and time limits due to inclement weather.

International rule will apply to all bracket games that are tied at the completion of 6 innings, or for any game that is tied after a completed inning following the one hour and 10-minute time limit.

Home team will be determined by a flip of the coin approximately 5 minutes prior to the beginning of the game. The team traveling the farthest to the tournament will make the call.

New pitchers shall be awarded 5 warm up pitches, 3 pitches for returning pitchers to begin an inning.

**NO** infield/outfield ball after the 1<sup>st</sup> inning

The coach of the winning team will need to report the score of the game to the concessions/bracket area within 15 minutes of game end.

### **Bracket Seeding:**

Top 2 Teams in each Pool advance to the Gold Bracket; Bottom 2 Teams in each Pool advance to the Silver Bracket. Pool Seed is determined by the following rules and priority...

1. Win Percentage (2 \* Wins + Ties) / (2 \* Total Games Played) x 100
2. Head-to-Head Matchup
3. Runs Allowed
4. Run differential (runs scored minus runs allowed per game) at a maximum of 8 per game.
5. Coin Toss

### **Code of Conduct:**

Heckling of the umpires will not be allowed. The coach of the team whose fans violate this rule will be warned once. If the heckling continues, fans will be asked to leave the premises. Fans not complying within two minutes will cause the forfeiture of the game to the opposing team. **Coaches, please discuss this with your fans prior to tournament time.**