

Game #	Date	Time	Round Robin Schedule	Field	Field Directory
1	16-Jul	8am	Shockers Gold VS Berkshire Blaze	F1	F1-Solider's Field Softball
2	16-Jul	8am	Douglas Tigers VS Bellingham Red	F2	F2-Martin Road Upper
3	16-Jul	8am	CM Invaders VS Framingham Force open for practice	F3 F4	F3-Martin Road Lower F4-Elementary School
4	16-Jul	10am	Marlboro Thunder VS Shockers Blue	F1	F5- Soldier's Field Lighted Little League
5	16-Jul	10am	Bellingham Black VS Hopedale	F2	
6	16-Jul	10am	Shockers Gold VS CM Invaders open for practice	F3 F4	
7	16-Jul	12pm	Berkshire Blaze VS Framingham Force	F1	
8	16-Jul	12pm	Douglas Tigers VS Hopedale	F2	
9	16-Jul	12pm	Bellingham Black VS Bellingham Red open for practice	F3 F4	
10	16-Jul	2pm	Bellingham Red VS Framingham Force	F1	
11	16-Jul	2pm	Shockers Blue VS CM Invaders	F2	
12	16-Jul	2pm	Marlboro Thunder VS Shockers Gold open for practice	F3 F4	
13	16-Jul	4pm	Berkshire Blaze VS Marlboro Thunder	F1	
14	16-Jul	4pm	Douglas Tigers VS Bellingham Black	F2	
15	16-Jul	4pm	Shockers Blue VS Hopedale open for practice	F3 F4	
			Single Elimination Round		
16	17-Jul	9am	Seed 9 VS Seed 8	F2	
17	17-Jul	9am	Seed 10 VS Seed 7	F3	
18	17-Jul	11am	Seed 3 VS Seed 6	F1	
19	17-Jul	11am	Seed 1 VS Lowest Seed	F2	
20	17-Jul	11am	Seed 2 VS Second Lowest Seed	F3	
21	17-Jul	11am	Seed 4 VS Seed 5	F4	
22	17-Jul	1pm	Highest Seed VS Lowest Seed	F2	
23	17-Jul	1pm	Second Highest Seed VS Second Lowest Seed	F3	
24	17-Jul	3pm	Championship Game	F2	

Douglas Girls Softball Tournament

July 15 – July 17, 2011

Coaches,

Attached please find:

- 1) A copy of the Round Robin game schedule and the Single Elimination game schedule.
- 2) Directions – Douglas Softball Fields
- 3) The Rules – NOTE: unless specifically stated, **ASA rules apply**
- 4) The Rain Policy

Please note the following:

A team coach or representative must check in at the concession stand before their first game with copies of their roster, team insurance certificate and player birth certificates readily available. It is the responsibility of each team to provide aforementioned documentation if asked to produce such during the tournament.

Teams are responsible to ensure that the tournament director has the correct cell phone number to call regarding Round Robin and Single Elimination game schedule information and Rain delays / rescheduling.

It is the responsibility of each team to attend to its own first aid needs and supplies.

We here at DGSL understand that some teams/parents may wish to find other options for food other than our concession stand. However, the concession stand is the only area permitted to barbecue on the complex.

Each team is responsible for picking up trash and debris in the dugout after each game.

Schedule is subject to change based on weather conditions.

In the case of rain, our goal will be to get everyone the same amount of games. See rain policy regarding weather interruptions of games (you will receive this with your schedule).

If you have any questions or concerns please feel free to contact me on my cell phone - ANYTIME during the weekend.

Good luck to all!

Bill Fluke - cell # 617-680-6375
Email – wfluke@columbia-group.com

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Field Directions:

Soldier's Field

From 146 South – Take the Lackey Dam Rd. exit and turn right at the bottom of ramp. Follow up to the fork in the road and turn left onto Mechanic St. The fields are up on the right.

From 146 North – Take the Lackey Dam Rd. exit and turn left at the end of the ramp. Follow up to the fork in the road and turn left onto Mechanic St. The fields are up on the right.

From Rte 395 North or South – Take exit 2 Rte 16 east and follow into the center of Douglas. Turn left onto Mechanic St. The fields are down on the Left.

Martin Rd Fields

From 146 South – Take the Lackey Dam Rd exit and turn right at the bottom of the ramp. Follow to the first cross road and turn left onto North St. Go to the end and turn right onto Rte 16 west. Go ¼ mile and turn left onto Depot St. About ¼ mile up turn left onto Martin Rd. The fields are 1 mile down on the right.

From 146 North – Take the Lackey Dame Rd. exit and turn left at the bottom of the ramp. Follow to the first Cross roads and turn left onto North St. Go to the end and turn right onto Rte 16 west. Go ¼ mile and turn left onto Depot St. About ¼ mile up turn left onto Martin Rd. The fields are 1 mile up on the right.

From 395 North or South – Take exit Rte 16 east and follow into the center of Douglas. Turn right onto Depot St. About ¼ mile up turn left onto Martin Rd. The Fields are 1 mile up on the right.

Elementary School Field

From 146 South – Take the Lackey Dam Rd exit and turn right at the bottom of the ramp. Follow to the first cross roads and turn left onto North St. Go to the End and turn right onto Rte 16 west. About 100 yards turn left onto Gleason Ct. just before the Post Office. Follow up to the school the field is in the far right corner.

From 146 North – Take the Lackey Dam Rd exit and turn left at the end of the ramp. Follow to the first cross roads and turn left onto North St. Go to the end and turn right onto Rte 16 west. About 100 yards turn left onto Gleason Ct. just before the Post Office. Follow up to the school the field is in the far right corner.

From 395 North or South – Take exit 2 Rte 16 east and follow into the center of Douglas. Turn right onto Gleason Ct. just after the Post Office. Follow up to the school the field is in the far right corner.

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Rules of Play:

- **A.S.A. rules will be followed** - except as amended by these rules.
- Round Robin games, dugouts are not assigned. If both teams want the same dugout, the teams may flip a coin for the first choice. Single Elimination Games, the home team will take the third base line dugout.
- Each team will be allowed five (5) minutes infield practice before its **FIRST TOURNAMENT GAME ONLY**.
Note: NO batting practice or infield practice is allowed on the game field(s).
- Each team must present lineup cards to the umpire and to the opposing team prior to the game.
- A 10-minute grace period from the set game time in your **FIRST GAME** of the tournament will be allowed. (Note, the game clock will begin at the scheduled time.) Any team not able to field a team in that allotted time will forfeit - 8 players are the minimum number of players allowed under ASA rules. Game time is forfeit time for any subsequent games. The score of a forfeited game is 7 to 0.
- During Round Robin games, the umpire will conduct a double coin flip to determine the home team. Umpires will decide who calls the first flip. The winner of the first flip calls the second flip. The winner of the 2nd flip has a choice of home or away. During Single Elimination Games, the Home team will be the team with the higher seed.
- For Round Robin Games, no inning will begin after 1 hour and 20 minutes (umpires time), a tied game ends as a tie.
- For Single Elimination Games, no inning will begin after 1 hour and 20 minutes (umpires time). Exception: Single Elimination games will continue after the 1 hour 20 minute limit in the case that the score is tied, to allow the play of the International tie breaker.
- In Single Elimination play, the ASA International tie breaker will be invoked in the 8th inning if there is a tie after 7 Innings (time limit allowing).

- Championship and Semi Final games will be played in their entirety. If there is a tie after 7 innings, an eighth inning will be played. If there is a tie after 8 innings, the ASA International Tie-Breaker rule will be in effect.
- Protests must be settled on the playing field before the game will be allowed to continue. The UIC (umpire in chief) decision will be final. In the absence of the UIC, the Tournament Director will resolve any protests. No protests will be allowed after the game is completed.
- The following Mercy Rule will be in effect:
 - 12 runs after 4 innings
 - 8 runs after 5 innings.
 The Mercy rule will be in effect after 3 ½ or 4 ½, innings if the Home team is ahead by 12 or 8 runs respectively OR after 4 or 5 full innings if the Visiting team is ahead by 12 or 8 runs respectively.
- After each game, the WINNING team must report the score to the tournament director.
- In round robin play, and Single Elimination, ASA substitution rules will be in effect. Teams may bat either nine or ten (if they elect to utilize a DP) and all substitutions must be reported to the umpire.
- Seeding for the single elimination round shall be based on the win loss record first. Ties will be broken based on the following criteria:
 - a. Win/Loss record
 - b. Head to head to break tie between teams with same win/loss record
 - c. Head to head vs. common opponents
 - d. Fewest runs allowed if a tie exists after head to head or if no head to head
 - e. Most runs scored
 - f. Coin flip
- Chin straps are required. There should be no confusion about this rule. It is not a recommendation of the ASA - it is required.
- Face masks are required for all batters.
- Smoking in or around the playing area is prohibited.

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Rain Policy:

- 1) The time limit continues to be in effect during a rain delay, during Round Robin play.
- 2) During Round Robin play, in the case of rain, games are official as played by the end of the 1 hour and 20 minute time limit or when play is canceled due to the weather. The score will be reported as of the last complete inning played. In the case of no score or in the case of less than 2 innings completed, the game will be reported as a 0 to 0 tie.
- 3) If there is substantial rain, resulting in the loss of multiple games, the goal will be to enable as many teams play as many games as possible. In order to meet this goal, game times may be shortened to less than 1 hour and 20 minutes.
- 4) In the case of rain during the Single Elimination play, the following format will be used:
 - a. If a game is interrupted by rain at the end of an inning, with at least four innings completed, and the time limit expired, the game will be declared a complete game, unless tied. If it is tied, the international tie breaker rule will go into effect for the next inning, as soon as the game may resume. As soon as one team is ahead after the completion of an inning, the game will be complete.
 - b. If a rain interruption occurs at any time prior to the completion of four innings, the game will resume at that point and continue until four innings have been played or the time limit has expired. The game will continue after four innings only if the time limit has not expired or if the game is tied.
- 5) If rain prevents the completion of championship games, tournament results will be determined using seeding rules based on the results for teams remaining at the end of the last completed round of play.