

**Afrim's Sports - ADK Dome
Winter Indoor Softball
Tournament Rules**



**326 Upper Sherman Ave
Queensbury, NY 12804
T: 518.438.3131 ext. 112**

Rev 9/1/26

GENERAL RULES

1. **Check-In Procedures:** At least 24 hours prior to the start of the tournament, all teams must email their completed Certificate of Insurance and Team Roster (USA or USSSA roster form will work) to afrimtournaments@gmail.com

2. **Umpires:** Each team will pay cash to the umpires at the pre-game meeting prior to the game starting. For the standard two (2) umpires per game, each team pays the umpires **\$65 CASH** (no checks or credit cards). If circumstances dictate only a single umpire, then each team pays \$50.

3. **Seedings for Sunday's Single Elimination rounds** will be emailed to the team's contact person following the last Pool Play game. Projected bracket information will not be released before the last Pool Play game is played.
*** Seedings will be given to the team's contact person only, and **NOT** to parents who call in. ***

4. **PETS** are NOT allowed at the facility at any time. Any pets brought to the facility will be required to be removed.

5. **First-aid supplies** are the responsibility of each team. Ice for injuries can be provided at the Grill.

6. NO soft-toss, or hitting of any kind, into any of the Dome's netting, side walls, lacrosse, or field hockey goals.

7. Players, coaches, and allowed spectators are to remain behind, and away from, the protective netting at all times.

8. Smoking and outside alcoholic beverages are not allowed on the site.

9. Afrim's Sports assumes no responsibility for any injury or accident to any player, spectator, team, or team member.

GAME MANAGEMENT

1. Teams are allowed a **maximum of three coaches** in the dugout at any time, and they must all be in team uniform.

2. **Warm-Up:** space is limited, teams may not begin any warm-up until the start of the game preceding their game.

3. Teams need to be at their assigned field and ready to play no later than their assigned game time. Teams should also be ready and prepared to start as much as fifteen (15) minutes prior to the assigned game time.

4. When leaving a field, teams must vacate their dugout area immediately after their game so that the incoming teams can begin their game on time. Coaches, please move your team away from the field before having your post-game meetings.

5. **Back-to-Back games:** When your team has back-to-back games, please have your lineup cards for the second game made out in advance to avoid delaying the start of your second game. The start and end of all games is controlled by the central clock.

PLAYER ELIGIBILITY

1. All teams and players participating in any of the Afrim's ADK Winter Indoor Softball must play by the following summer's age eligibility classifications. The use of ineligible players will lead to a team disqualification.

TOURNAMENT RULES

1. **Format:** three Pool Play games, with all teams advancing to a Seeded Single Elimination Bracket.
2. **The current USSSA Softball Rules will apply**, with the exception of the rules changes listed in this document.
3. **Home Team:** For all Pool Play games, the Home team will be determined by a coin toss. For all Single Elimination games, the higher seed will be the Home team.
4. **In all Pool Play and Single Elimination games**, all lineups must be per the USSSA rulebook, including the options for use of 1) Roster Batting, or 2) up to two Additional Players (AP) and/or the DP / Flex.
5. **Official Book:** The home team will be the official book, and the home team official shall report the final game score to the Tournament Director. It is the responsibility of the visiting team to confirm the score with the official home team's scorebook during the course of the game. All Managers are responsible for checking and confirming their team's scores and standings before leaving the complex.
6. **Time limits:** Game time and the time between games will be kept on a central clock located near the center of the dome. The official game time starts when the horn sounds at the beginning of the time limit, and concludes when the horn sounds at the end of the time limit. It is each team's responsibility to make sure that they are ready to start play at their assigned time. Teams should also be ready and prepared to start as much as fifteen (15) minutes prior to the assigned game time.
 - A 1 hour and 15 minute, drop dead time limit will be enforced for all games (the play in progress will be completed), followed by a **five (5) minute game change-over**. If tied after 7 innings, and there is still time remaining, the International Tiebreaker will be used. All games may end in a tie. Stalling will not be tolerated. Umpire's judgment is FINAL. In the event of an **unfinished inning**, the score will revert to the previously completed inning, unless the home team in its half of the incomplete inning scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded when the final play in progress is completed.
 - **Single Elimination games** – no new inning will start after 1 hour and 10 minutes, except for the championship game, for which no new inning will start after 1 hour 20 minutes. A pitch to a batter must be made for an inning to be considered to have started. Stalling will not be tolerated and may result in another inning being played. Umpire's judgment is FINAL. If necessary, the International Tie Breaker will be used after seven innings, or at the completion of the inning in which the 1 hour 10 minute or the 1 hour 20 minute time limit is reached.
7. **Courtesy Runners** are allowed for the pitcher and catcher. For all games, any player can be used as a courtesy runner. If this player is on base when it is their turn to bat then the runner they are running for is out and the courtesy runner will be removed from the base to take their turn at bat.
8. **Run Rule** will be 12 runs after 3 innings (2 ½ if the Home Team is ahead), 10 runs after 4 innings (3 ½ if the Home Team is ahead), and 8 runs after 5 innings (4 ½ if the Home Team is ahead).
9. **Approved Bats:** Both currently approved USSSA and ASA/USA bats are allowed for the winter tournaments.
10. **Warm up pitches (start of half-inning):** Five (5) warm up pitches in the 1st inning & three (3) for all other innings.
11. **Dead Ball Area** will be the area beyond the lines that run parallel and outside the first and third base lines, except for the area behind and around the catcher and extending up the first and third base line approximately 20 ft to the white paint mark. Dead Ball awards will be per book rule. Dead ball calls in the "catcher's area", especially those involving the netting will be at the discretion of the umpire.
12. **Ceiling Play:** Balls contacting the ceiling or lights over foul territory are an immediate dead ball. Balls striking the ceiling, lights, or suspended netting over fair territory will be live and in play.
13. The **In-Field Fly Rule** is "OFF" when a batted ball makes contact with the ceiling or lights over fair territory.
14. **Protests** will be settled on the spot by the Tournament Director and / or Umpire-In-Chief. All decisions are final.
15. **Seedings** for the Elimination Rounds are determined by Pool Play record. Tie-Break order will be: 1st) Head to head (if all tied teams played each other or sweep scenario), 2nd) Least runs allowed, 3rd) Most runs scored, 4th) Coin toss.
16. **"Extra Game"**: On occasions when there is an odd number of teams in a division, a team may volunteer to play an additional Pool Play game in order that all other teams have their full complement of Pool Play games. For the team playing the "additional" or "extra game", the points for the Pool Play game with their worst result is dropped. The order of relevance for determining their worst game will be 1) a loss vs. a win, 2) the game with the most runs allowed, and then 3) the game with the fewest runs scored. In addition, the results for all of their opponents, including the "additional" or "extra game", will stand, as well as all potential tie-breaker implications, including head-to-head results.
17. **The Director** reserves the right to adjust the rules, schedules, and field locations as needed to complete the event. Every attempt will be made to honor the game minimum – however, if situations develop where a team forfeits or weather problems arise, the Director will attempt to reschedule, adjust, or shorten games in order to complete the games in a timely fashion. The event may be considered complete if 40% of games are played.