



2013 AAU MEN'S INTERNATIONAL FASTPITCH TOURNAMENT

ESPN Wide World of Sports Complex at
Walt Disney World Resort in Orlando, Florida
January 24 – 27, 2013

TOURNAMENT RULES AND INFORMATION

1. Each team manager is responsible for informing his players of all rules.
2. The tournament will be played by current International Softball Federation (ISF) playing rules, **with the exception of the pitching options rule (see #4)**.
3. A team representative from each team is to meet at the tournament bracket board *30 minutes prior* to scheduled game time to turn in their line-up card (line-up cards are provided), participate in the coin flip, and obtain a game ball. A five-minute grace period will be allowed after which the team which is present will be given choice of home or visitors. Teams involved in double-headers are expected to still send a representative 30 minutes prior to the next game.
4. **Pitching Rule** – Teams can pitch according to their choice of current ISF or ISC rules. *At the beginning of each game* during the plate meeting, each team shall declare to the plate umpire whether they will use the ISF or ISC pitching rule for that game. Throughout the game all pitchers must use the rule their team declared to the umpire at the plate meeting. Teams may elect to change their pitching selection from game to game, but not during a game. ISC and ISF pitching rules follow.

ISC: ¹

Preliminary to Delivery

- A. Before starting the delivery (pitch), the pitcher must have both feet on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in a line with first and third bases. He shall take a position with the majority of his pivot foot on top of the pitcher's plate and his non-pivot foot on or behind the pitcher's plate.
- B. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it. If the pitcher decides to pitch with the non-pivot foot to the rear and off the pitching plate, a backward step may be taken before, simultaneous with, or after, the hands are brought together. The pivot foot must remain in contact with the pitching plate and remain motionless at all times prior to the forward step of the non-pivot foot.

Legal Delivery

- C. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. It is not a step if the pitcher slides his pivot foot on the pitcher's plate toward the batter or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.

ISF: ²

PRELIMINARIES

Before commencing the delivery (pitch), the pitcher

- a. May not take the pitching position on or near the pitcher's plate without having the ball in his possession.
- b. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- c. Must have both feet on the ground within the 61.0cm (24 in) length of the pitcher's plate. The hips shall be in line with first and third bases and both feet must be in contact with the pitcher's plate.
- d. Must, while standing on the plate and with the ball in either the glove or the pitching hand, take the signal, or appear to be taking a signal, from the catcher with the hands separated.
- e. Must, after taking the signal, bring his whole body to a full and complete stop with the ball held ***in the hand or glove with both held together*** in front of the body. This position must be held for ***not less than*** two (2) seconds and not more than five (5) seconds before releasing the ball. NOTE: Holding the ball in both hands to the side of the body is considered in front of the body.

STARTING THE PITCH.

The pitch starts ***when one hand is taken off the ball or the pitcher makes any motion that is part of his wind-up.***

LEGAL DELIVERY.

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The pitcher must not use a pitching motion in which, after having the ball in both

¹ http://issuu.com/redmatmedia/docs/guide_final_v3?mode=window&printButtonEnabled=false&backgroundColor=%23ffffff, International Softball Congress Pitching Rule, Section 1, Section 3

² http://www.isfsoftball.org/english/rules_standards/rulebook.pdf, Rule 6, Sections 1-3

- hands in the pitching position, **he removes one hand from the ball, takes a backward and forward swing**, and returns the ball to both hands in front of the body.
- c. The pitcher must not use a windup in which there is a stop, or reversal, of the forward motion.
 - d. The pitcher must not make two revolutions of the arm on the windmill pitch. However, he may drop his arm to the side and to the rear before starting the windmill motion. This allows the arm to pass the hip twice.
 - e. The delivery must be an underhanded motion, with the hand below the hip and the wrist not farther from the body than the elbow.
 - f. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
 - g. Both feet must remain in contact with the pitcher's plate **and the pivot foot must remain motionless at all times before the start of the pitch.**
 - h. **The pivot foot must remain in contact with the pitcher's plate at all times before the forward drag, leap or hop.**
 - i. In the act of delivering the ball, the pitcher **may** take one step **with the leading, non-pivot foot** simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (24 in) length of the pitcher's plate.
NOTE: (h-i) It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate **and there is no movement backwards of the non-pivot foot.** Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.
 - j. The pivot foot must remain in contact **with the pitcher's plate**, or push off and drag away from the pitcher's plate or **be airborne** prior to the stepping (non-pivot) foot touching the ground.
Note: It is legal to drag, leap or hop and then land and throw as long as the original push starts from the pitcher's plate. It is not legal to step off with the pivot foot and then drag, leap or hop and throw.
 - k. **The pitcher shall not push off from a place other than the pitcher's plate prior to separating his hands.**
 - l. The pitcher must not continue to wind up after releasing the ball.
 - m. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
 - n. The pitcher has **twenty** (20) seconds to release the next pitch after receiving the ball, or after the umpire indicates, "Play Ball."

CROW HOP

A Crow hop is defined as the act of a pitcher who does not push off from the pitcher's plate to deliver the ball. The pitcher steps off from the plate and then establishes a second impetus (or starting point) and pushes off from the new starting point and completes the delivery. (THIS IS AN ILLEGAL ACT) NOTE: The pitcher may leap, from the pitcher's plate, land and with a continuous motion deliver the ball to the plate. The pivot foot may push off and/or follow through with this continuous action and this is not considered a crow hop.

Comment: Amendments to the pitching rule allow the pitcher to leap, land, follow through with a continuous motion and release the ball, Upon landing, the pivot may push off or follow through as part of this continuous action.

5. The official tournament ball is the Worth K-Master C120WISC. Umpires will be provided six balls at beginning of each game. *Teams are expected to retrieve foul balls.* During any given game if the umpires are out of balls, each team will put another C120WISC new or used ball into the game. As an incentive to return foul balls into the game, if a team does not have a new or used ball, it can purchase balls at \$6 each or \$60 per dozen.
6. Teams may warm up in the areas behind the outfield fence, but must avoid straightaway center field so not to be a distraction to the batters of the game in progress.
7. **Time limits:** *In pool (round robin) games* no new inning will begin after 1:45. There will be no time limit in *bracket play*.
8. **Tied games:** *During pool (round robin) games* only, if a tie exists after the completed inning following the 1:45 time limit, the game will end in a tie and be recorded as such.

In bracket play only, if a game is tied after seven innings, a tiebreaker will be implemented. The 8th inning will begin with the batter who made the last out in the prior inning being placed on second base. If the tie is not broken during the complete 8th inning, play will continue with each team having equal at-bats until one team breaks the tie. Each tiebreaker inning shall begin with no outs.

9. **Mercy Rule:** During pool play (round-robin), there is no mercy rule. However, if one team chooses to end the game early, the plate umpire should be notified prior to the team not taking the field.

A mercy rule will apply during **bracket play only**. If one team is ahead by eight (8) runs after five (5) complete innings, or (4 ½ innings if the home team is ahead), or 12 runs after three (3) complete innings (2 ½ innings if the home team is ahead), the game shall be called as complete.

10. **Seeding procedure:** At the conclusion of pool play, teams will be ranked from #1 to #4 in each pool using the following process:
 - a. Pool-play win/loss record.
 - b. Common game (head-to-head) if there is a two-team tie and is applicable.
 - c. Ties:
 - i. If above isn't applicable, the ties will be broken in the following order using all pool games: fewest runs allowed, most runs scored, run differential, then coin flip.
 - ii. If tied games create a situation where above isn't practical, we will use 3 points for a win, 1 for a tie and 0 for a loss to seed the teams.

Once teams are ranked from #1 through #4 in each pool, teams will be placed on the championship bracket in their pre-determined place.

11. Protests may be made on rule interpretations only. No protests shall be allowed on umpire's judgment calls. Protests will be resolved before play continues. All protests must be submitted in writing, in English. Any protest shall be decided by the protest committee which shall consist of the Tournament Director, the Tournament Umpire-in-Chief and the AAU Senior Manager. The decision of the protest committee is final.

12. In addition to resolving all protests, the Tournament Director's committee will decide on any necessary format changes, rule changes, seeding, or any other issues or situations not specifically covered in tournament rules. Teams are reminded that ISF *playing rules* will be used, not ISF code or other conditions. The decision(s) of said committee is final.
13. ESPN/Tournament Director reserves the right to discontinue play if inclement weather, impending inclement weather, or any other unforeseen situation presents itself. AAU (Tournament Committee) has the right to alter tournament format or rules if any of the above occurs.
14. No profanity or bat throwing will be tolerated. Violators will be ejected. Upon ejection, the ejected player or coach must leave the game site.
15. Due to potential importance of runs scored and allowed, any pool play forfeits will be recorded with a final score of 3-0.
13. Phone number to ESPN Softball press box is 407-939-1557. The Tournament Director's cell phone number is 801-381-0961.

NOTES:

- After pool play ends on Friday night, the Saturday schedule will be recorded on the ESPN press box phone. Call 407-939-1557 and listen for the Saturday schedule. This schedule information will not be recorded until 10 PM or later on Friday. In addition, the schedule will be posted at www.aaufastpitch.org. A mass text message will be sent to advise that the schedule for the next round has been posted. To receive texts, you must opt in to the text messaging system via the instructions provided at registration.
- ESPN will provide athletic trainers on-site for athlete injuries or medical needs.
- Any individuals or teams found violating ESPN or AAU rules will be subject to disqualification without refund.
- Teams failing to move forward in bracket play will be disqualified and placed last in final standings.

