2015 FILLY State Tournament

Hosted by Springville Recreation

All Games Played at:
Bird Park
100 East 900 South

Mapleton Red
Loser to 12
Tue P
2:30 PM
4
Payson Angels

Loser to 23

Wed
11:30 AM
W
19

SF Mustangs
Loser to 16
Tue E
5:30 PM
5
Lehi Athletics

Loser to 31

Wed
5:30 PM
E
27

Loser to 35

Spr. Strikers
Loser to 17
Tue P
4:00 PM
9

Provo Racers
Loser to 14
Tue E
1:00 PM
1
SF Sting Rays

Loser to 24

Wed
11:30 AM
E
20

Lehi D-backs
Loser to 13
Tue W
2:30 PM
6
Mapleton Black

Thur
4:00 PM
E
33

Spr. Black Diamonds
Loser to 15
Tue W
5:30 PM
7
Payson Cardinals

Loser to 25

Wed
2:30 PM
E
21

Salem Yankees
Loser to 12
Tue W
1:00 PM
2
Lehi Angels

Loser to 15
Tue P
4:00 PM
10
SF Badgers

Loser to 32

Wed
5:30 PM
E
28

Lehi Red Sox
Loser to 18
Tue E
4:00 PM
11

Spr. Fire & Ice
Loser to 13
Tue P
1:00 PM
3
Sant. Tiger Sharks

Loser to 26

Wed
2:30 PM
W
22

SF Knights
Loser to 14
Tue E
2:30 PM
8
Salem Blue Jays

Thur
7:00 PM
E

FINALS

36
WINNER

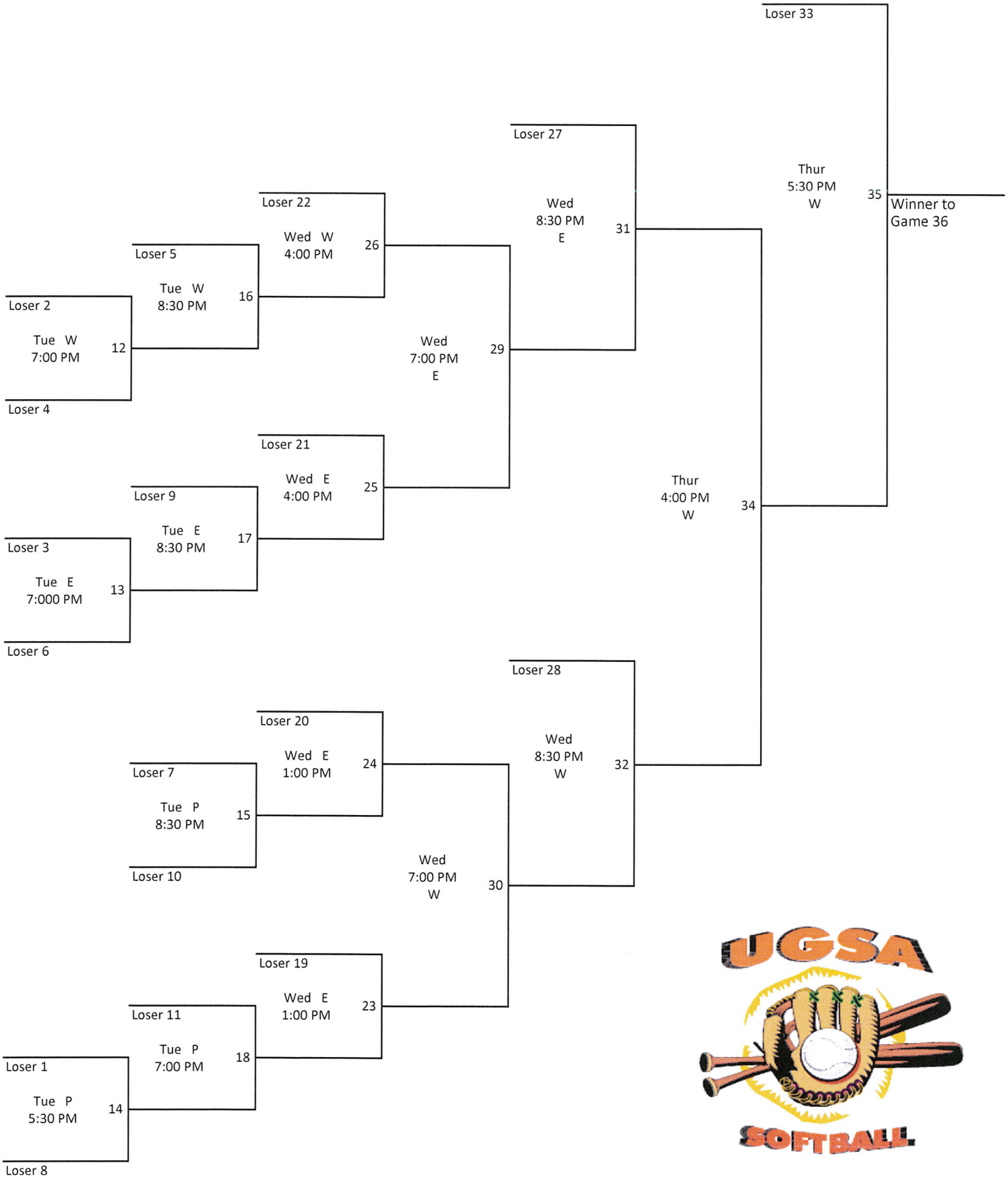
Immediately
Following
Game 36
37

2nd game
of Finals
If Necessary

Loser of 36
If 1st loss

Winner of 35

LOSERS BRACKET



2015 FILLY State Tournament

2015 UTAH GIRLS SOFTBALL ASSOCIATION STATE TOURNAMENT RULES

Filly League

1. **GOOD SPORTSMANSHIP.** Every coach, player and fan is responsible to show good sportsmanship, loyalty, honesty and courage in meeting and supporting the AIMS and OBJECTIVES of UGSA. If we lose track of our objectives, we lose the game no matter what the final score is.

2. **CHECK IN WITH AREA TOURNAMENT DIRECTORS AT LEAST ONE HOUR PRIOR TO YOUR FIRST GAME.** They will review rosters with you (they will have an official copy) and add pick-up players and uniform numbers where needed. Plan to have your equipment checked at this time. Chin straps must be worn and fastened on all batting helmets. All helmets must have a face mask that meets national safety standards.

3. **LINE UPS.** Coaches WILL bat their entire line-up (including pickup player) which will allow them free defensive substitution throughout the game. This is not an option! The batting order must remain the same for the entirety of the contest.

   Defensively, ten players will play — the extra player must play in the outfield. The four outfielders must be positioned in the traditional outfield position in an umbrella formation. Outfielders must line-up in the grass of a skinned infield. Outfielders are not to be used as extra infielders.

   A team will be allowed to start a game with only 9 players. However, an automatic out will be assessed every time the missing player has their turn to bat. Any team failing to field at least 9 uniformed players within 10 minutes of the scheduled starting time of the game shall forfeit.

4. **SUBSTITUTION RULE.** Coaches may move their players defensively in the field at their discretion. The batting order must remain constant for the entire game. No designated defensive players allowed.

5. **BALL GAME TIME LIMIT.** Ball games will be limited to 1 hour 15 minutes or 6 innings, whichever comes first. No new innings should begin after the 1 hour 15 minute time limit. Time limit is based on when the last out is made. Championship game will go a full six innings. All mercy rules will be in effect for all games including the championship game. If an "IF" game is required after the championship game, the time limit again applies to this game.

   Mercy Rules: 15 runs after three innings, 12 runs after four innings and 8 runs after five innings.

   When a game is tied at the end of regulation innings or the expiration of the time limit, the game will be decided by an international tie-breaker.

6. **INTERFERENCE RULE.** The catcher or fielder cannot block the home plate when she does not have the ball. The runner can try to elude the tag by running around or sliding into home plate. If a player does not slide and the umpire feels (judgement call) that interference occurred as a result of such conduct, the runner is automatically out, the ball is dead, and every other base runner must return to the last base touched at the time of the collision. If the act is flagrant, the runner is ejected from the game and suspended for the following game.

7. **PICK-UP PLAYER**. Pick-up players can play in any position and must play in their own team's uniform.

8. **CONFERENCES.** Offensively, only one time out can be taken in a ½ inning. Coaches can give signs to all batters in a timely manner. Coaching players in between innings does not constitute a time out.

   Defensive Conferences: The defensive team will be allowed a total of three conferences without penalty during a game. After three charged conferences in a game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game. A conference is not charged when a pitching change is made.

9. **PITCHING.** The pitcher must start with the pivot foot in contact with the rubber. U.G.S.A. will allow a pitcher to step backward from the pitching rubber with the non-pivot foot while delivering the ball. Falcon/Filly - there is no such thing as a crow hop as far as UGSA is concerned.

10. **INFIELD OR BATTING PRACTICE.** There will be no infield or batting practice taken on the field prior to game time.

11. **LEAVING BASE EARLY.** In the Filly League, the base runners shall not leave their bases until the ball has been delivered and has reached the batter. (The ball will be considered as having reached the batter when it reaches the home plate.) If the base runner leaves the base before the ball reaches the batter, the base runner is out. The pitched ball then becomes a dead ball.

12. **BASE RUNNERS.** When a pitcher is within the 8-foot radius or on the pitcher's rubber with the ball in her possession (and not making a play on the runner), the base runner must immediately attempt to advance to the next base or immediately return to her base. Any player who receives a base on balls may advance beyond first base at her own risk. They will be declared out, however, if they stop between bases while the pitcher is holding the ball within the 8-ft. radius circle.

13. **PROTESTS.** Any protest must be made at the time of the infraction, before the next pitch is thrown, and will be handled quickly by the tournament director and the host committee of at least two additional people (3 total). No appeal beyond them. Game clock will stop, however no undue game delay will be allowed for lengthy protests.

14. **GATE FEES.** $2.00 per person per day (age 12 and over) will be charged to those attending except for players and coaches (2 only) and the spouses of coaches. This admission fee helps cover costs of umpires, softballs, scorekeepers and awards.

15. **HOME TEAM.** Home team will be determined by a coin flip until the championship game. In the championship game, the home team will be the undefeated team. If an "IF" game is required, home team will be the winning team of the first championship game. There are no assigned dugouts.

16. **WEATHER**. In the event of inclement weather that results in game cancellation or postponement, tournament host will be required to play games on the next available calendar day that the fields are playable, excluding Sunday. Host city will determine day and time according to field playability.

***** THESE & ALL OTHER U.G.S.A. RULES APPLY *****

GOOD LUCK! Play well ... play fair ... and have FUN!

REMEMBER . . . IT'S JUST A GAME!