



***U.S. House of Representatives  
Congressional Athletic Association  
31st Annual Congressional Tournament***

**Important Rules for Team Captains to pass along to their players**

The items below may be unfamiliar and should be relayed to all players regarding the tournament:

- 1.) ➡ Teams must be ready to play **15 minutes prior to their start times** (except for the first games of the day on each field). Being ready to play means **actually starting the game 15 minutes prior** to the scheduled start time.
- 2.) When your team plays a doubleheader where the second game is played immediately after the first game (without an hour between games), your team location may be changed if your game ends before your next round opponent's game ends. In other words, you may be sent to the other field to wait for that game to end with your next opponent so that the field you vacated may start a game for the next time slot that has two teams waiting. Tournament officials will decide location changes at the fields.
- 3.) ➡ With more games now played, to hold the line on the tournament fee for each team, teams that move into the "Dazzling Dozen©" will be required to pay an umpire's fee of \$25. The final four teams will pay another \$25.
- 4.) The format for the "Elite Eight" and "Final Four" **MAY** change due to weather-related reductions of time slots. If that situation should arise, the remaining teams would play on the same day that the final rounds begin. All games would be subject to the 55-minute time limit until the last two teams play each other. That game (if the undefeated team wins) or those games (if both teams have one loss) will be the only games that consist of seven innings with no time limit.
- 5.) ➡ Tournament rules change for 2009. Players will **go to bat with one ball and one strike** on them. This will help play more innings within the time limits of tournament games. A courtesy foul will be given according to ASA rules. ➡ ➡ **Male runners may NOT run into a female defensive player unless sliding.**
- 6.) ➡ ASA rules governing homerun limitations per game will be enforced. For this tournament, the limitation shall be Class "C" —three (3) homeruns. After the homerun limit is reached by both teams, a plus one (1) rule will take effect. That is, either team may hit one (1) homerun on its opponent once both teams have reached the prescribed homerun limit. All batted balls over the fence without assistance, which do not meet the aforementioned criteria will result in the batter being awarded first base.
- 7.) As usual, baseball bats may NOT be used at any time. In **2003, '04 & '09**, ASA instituted rules changes governing the legality of bats. For this tournament, legal 2009 ASA bats and bats initially manufactured as official softball bats which have not been altered are considered legal for this tournament, **EXCEPT** for 2004 bats listed separately **AND** the 2003 bats listed below. To use bats listed below, they must be recertified by the manufacturer (marked on either end of the bat and/or laser engraved along the side). Some bats with an ASA logo are still illegal and listed in 2009 ASA rules.

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| <i>DeMarini:</i>           | <i>B-52, Doublewall Classic, Doublewall Demolition, Doublewall Distance, &amp; Fatboy</i> |
| <b>Louisville Slugger:</b> | <b>SB103 (a.k.a. Genesis)</b>   |
| <i>Miken:</i>              | <i>Velocit-E Ultra (Balanced) &amp; Velocit-E Ultra (Maxload)</i>                         |
| <b>Steele's:</b>           | <b>Triple XXX</b>   |
| <i>Worth:</i>              | <i>3DX, EST5, EST23, ESTL PST (a.k.a. PST 137) &amp; SSEST</i>                            |