

21st Annual Poway Summer Heat Classic

Tournament Rules & Regulations

The current ASA Official Rules of Softball and the Southern California ASA Rules and Regulations shall be enforced at this event and will be used unless otherwise stipulated in the tournament rules below. There is no brief reminder of these rules here, so please consult your rulebook.

FIELDS

1. **Aubrey Park**, 13544 Aubrey Street. **Directions:** From I-15 exit at Camino Del Norte off ramp. Go East on Camino Del Norte, which turns into Twin Peaks Rd. at the intersection with Pomerado Rd. Continue on Twin Peaks Road to Community Road. Turn right on Community Road. At the first traffic light, turn left on Aubrey Street. Aubrey Park is 1.5 blocks down on the left.
2. **Midland Elementary School**, 13910 Midland Road. **Directions:** From I-15 exit at Camino Del Norte off ramp. Go East on Camino Del Norte, which turns into Twin Peaks Rd. at the intersection with Pomerado Rd. Continue on Twin Peaks Road to Midland Road. Turn right on Midland Road. Proceed past Old Poway Park. The school is on the right and the fields are behind the school.
3. **Poway High School**, 15500 Espola Road. **Directions:** From I-15 exit at Rancho Bernardo Road, go east. Rancho Bernardo Road becomes Espola Road and will make a 90 degree turn and head south. The school is on the right. To access field #1, turn into the north parking lot (north end of football stadium). Park as far west as possible and walk up the ramp. To access field #2, continue on Espola Road and turn right (west) on Titan Way. Go about ¼ mile, and the field is behind the portable buildings.
4. **Rancho Bernardo High School**, 13010 Paseo Lucido. **Directions:** From I-15 exit at Camino Del Norte, go east. Turn left (north) onto Paseo Lucido (to the right is Carmel Mountain Rd). Turn right (east) on Avenida Venusto, and left into the school parking lot. The fields are at the end of the parking lot.
5. **Lake Poway**, 14644 Lake Poway Rd. **Directions:** From I-15 exit at Rancho Bernardo Road, go east. Rancho Bernardo Road becomes Espola Road and will make a 90 degree turn and head south. Turn left (east) on Poway Lake Rd. into Poway Lake Park. The field is on the right at the end of the first parking lot.

Restrooms and concession stands are available at all locations.

NO ALCOHOL, NO ILLEGAL DRUGS, NO TOBACCO, NO PORTABLE BARBEQUES, NO EXCEPTIONS!!! The use of any tobacco products or the consumption of or being under the influence of alcoholic beverages or illegal drugs in the vicinity of the playing fields, including spectator areas and parking lots, is strictly prohibited. The failure by any team, including players, coaches, parents and/or spectators to abide by this may result in the immediate dismissal from the tournament, without a refund, at the sole discretion of the Tournament Officials. Pets are NOT permitted at any school but are permitted at the City of Poway parks as long as they are leashed and under control.

PARKING

Parking is severely limited at some sites and the City of Poway will issue parking citations to all those parked in unmarked parking spaces at Aubrey Park and will tow those vehicles blocking traffic or that are parked in drop off areas, driveways, blocking dumpsters, or other posted areas. **PARKING IS NOT PERMITTED ON YORK ST. OR SYCAMORE ST. near Aubrey Park. Please do not park at the Midland Animal Clinic parking lot across the street. You WILL be CITED AND TOWED at your expense.**

Overnight RVs are not permitted at any site. Daytime-only RVs may NOT take up more than a single space and are NOT allowed at Aubrey Park due to lack of turning space. TAILGATING OR EXTENDING OF AWNINGS IN PARKING AREAS IS NOT PERMITTED!

CHECK-IN

1. All teams must check-in at least one hour prior to your first game at that field.
Note: A League representative will be on-site approximately (1) hour prior to game time.
2. All teams must be registered with ASA as a recreational "B" or "C" All Star team. NO "A" TRAVEL TEAMS.
3. Each team must present a completed roster, proof of insurance, proof of age, and an individual photo for all players. Proof of age can be an ASA Player ID card or birth certificate; proof of insurance or a photo may be an ASA Player Picture ID card and should be available throughout the tournament.
4. Rosters are limited to 15 players and no player may be added after the start of your first game.
5. All players must adhere to the ASA eligibility requirements for recreational and all star play.
6. Rostering ineligible players will result in the forfeiture of games played and the possible disqualification from the tournament without a refund.

GAME TIME AND DURATION

1. Game time is forfeit time. Teams must be prepared to play at their scheduled time; no changes to the schedule will be granted. It is the responsibility of the Team Manager to check the scoreboards for possible game time or field changes. Teams playing back-to-back games at different locations will be afforded a reasonable grace period.
2. In pool play, games will be seven (7) innings (six (6) innings for 8U) or one (1) hour and fifteen (15) minutes, whichever occurs first, with a drop dead of one (1) hour and thirty (30) minutes. No new inning shall start after the time limit is reached. In all drop dead instances, if the home team is ahead or the score is tied, then the score stands; if the home team is behind then the score will revert back to the last completed inning. Pool play games may end in a tie.
3. In bracket play, games will be seven (7) innings (six (6) innings for 8U) or one (1) hour and fifteen (15) minutes, whichever occurs first, with a drop dead of one (1) hour and thirty (30) minutes. No new inning shall start after the time limit is reached. In all drop dead instances, if

the home team is ahead, then the score stands; if the home team is behind then the score will revert back to the last completed inning. If the game is tied at the end of seven (7) innings or one (10 hour and thirty (30) minutes, then the International tiebreaker rule shall be in effect. Championship games will play the full seven (7) innings with no time limit (six (6) innings for 8U). International tiebreaker rule shall be in effect.

4. The run-ahead (mercy) rule is 15 runs after 3 innings, 12 runs after 4 innings or 8 runs after 5 innings and shall be used in all games (pool, bracket and Championship).

TOURNAMENT RULES

1. **Warm-ups.** Infield practice is not permitted, foul territory and outfields may be used. Grass areas are also provided outside of fenced areas at all parks except Midland Elementary. Do not use spectator areas for warm-ups.

For games at Aubrey Park, DO NOT USE OLD POWAY PARK ACROSS THE STREET FOR WARMUPS. Due to the field use permit requirements, all Coaches must use silent warm ups before the first game of the day on Saturday and Sunday morning. Our field permits don't allow us to use the fields until the actual game time. No cheering, yelling or loud noise is allowed before game time of the first game. Penalty for violation of this rule will be forfeiture of the game.

2. **Dugouts.** The team listed last or on the bottom of the game schedule shall occupy the third base dugout. Teams playing consecutive games on the same field will not be required to change dugouts.
3. **Home Team.** In pool play, the home team will be determined by a coin toss at the pre-game meeting with umpires and coaches. In bracket play, the higher seeded team (e.g. 1 is higher than 2, etc.) will be the home team. If identical seeded teams meet in bracket play, the home team will be determined by a coin toss at the pre-game meeting with umpires and coaches.
4. **Seed Determination.** Seeding for bracket play will be determined by pool play results in the following order:
 1. Win/loss/tie record;
 2. Head-to-head (if applicable);
 3. Fewest runs allowed;
 4. Most runs scored; then
 5. Coin flip.
5. **Scorecards.** The home team will keep the official scorecard. Official scorecards will be provided and must be used. The scorekeeper shall not advise an umpire, coach, player, or spectator of any procedural errors (e.g. batting out of order, illegal substitution) without first being asked by an umpire. The scorekeeper must turn in the official scorecard, signed by both team's coaches, to the plate umpire at the end of the game. The umpire must sign the scorecard and return it to the designated location.
6. **Game Balls.** Game balls will be provided and will be the only balls used. 8U - Worth 10" RIF, 10U - Worth 11" RIF, 12U & 14U - Worth 12" Dream Seam.
7. **Bat-Around.** Bat-around may be used in pool and bracket games (exception: must be used in 8U pool play). If a team uses bat-around:

- a. They must declare their intention to bat around and list all players present with no substitutions.
 - b. They will be allowed free defensive substitutions.
 - c. Courtesy runners (for the pitcher and catcher only) are permitted but must be the last player or players to make an out who is/are not a pitcher or catcher.
 - d. Players leaving the game for any reason other than ejection will result in an out being declared for that player's next at bat only.
 - e. Late arrivals must be added to the bottom of the lineup.
 - f. A batter-runner or runner injured on a play may be replaced on base by the player making the last out. The batter-runner or runner who was replaced must be removed from the game.
8. **8U Special Rules.** The 8U modifications adopted by Southern California ASA will be used with the following exceptions:
- a. Four (4) runs per inning limit in all games; no open innings
 - b. Home plate is "Cold"
 - c. Can only steal one base per pitch
 - d. No infield fly rule
 - e. No dropped third strike
 - f. Bat-around must be used in pool play games. DP / Flex optional for bracket games.
9. **10U Special Rules.** The 10U rules adopted by ASA will be used except:
- a. Five (5) runs per inning limit in all games; no open innings
10. **12U/14U Special Rules.** The rules adopted by ASA will be used except:
- a. Six (6) runs per inning limit in all games; no open innings.
11. **NO Metal Cleats.** Metal Cleats will not be permitted for any division.
12. **Conduct.** Managers and coaches are responsible for their team, staff, and fans both on and off the field. Teams are responsible for cleaning up their dugouts after each game. No artificial noisemakers allowed. Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament without a refund. Any coach or spectator that is ejected from a game will be required to leave the premises and out of sight and sound for the remainder of the game. A second incident of ejection of anyone associated with that team will result in the team's removal from the tournament without a refund. Multiple incidents across teams from the same league may result in the removal of the entire league from the tournament without refund at the sole discretion of the Tournament Officials.

PROTESTS

1. There will be NO playing rule protests during any game; all umpire rulings on the field shall stand.