



# SCGS Memorial Day 2023 Tournament Rules

## USA RULES

Current year USA Softball rules will be in effect and will take precedence with the following additions and/or exceptions.

## CHECK-IN

- Check in at the registration desk at least 60 minutes prior to your first game.
- Bring your completed **Official Championship Roster**. *This satisfies insurance requirements as well.*
- In lieu of an Official **Championship Roster**, the following must be presented: Copy of birth certificate (proof of age), color photo of every player AND our Roster Form. Rosters are limited to fourteen (15) players.
- No player may be added after the start of the first game.

## MANAGING, COACHING, TEAM PARENT

- Only four (4) USA registered adults may be present in the dugout/on the field, during games.
- **Manager, coaches, and Team Parent names and USA membership ID numbers must be on the team roster and they must present their USA cards (non-picture or picture) at time of team check in.**
- All managing and coaching must come from inside the dugout while on defense, and from the coaches boxes while on offense. These adults are not to mingle with spectators and are expected to remain with the team for the duration of the game.
- There shall be no coaching from outside the field of play (behind the back stop or along the outside periphery/fence line of the field during any game).
- A Team Parent will be allowed in the dugout area to help organize the team as needed. The Team Parent is not allowed to coach or manage the team.
- To relay signals to his catcher, a coach may use a bucket just outside the dugout opening.



## DIVISION RULES

### 8U Division Only

- Four outfielders allowed. Must remain at least 10 feet behind base paths or on the outfield grass until the ball is hit.
- 4 runs per inning. Open inning after 3 complete innings (Pool and Bracket play).
- No run limit during championship game.
- Walks allowed.
- No dropped third strike.
- No infield fly rule.
- Base Stealing - Only one base is allowed per pitch. No stealing home.
- Home Plate is "Frozen". A player may only advance home on a batted ball or an award.
- Pitcher must control the ball in the circle after a play.
- Must use bat-around lineup in all games (Round Robin) with free substitution.
- During pool play, there will be no penalty if a player cannot bat, except ejection (out every at bat).
- During bracket play, a player who cannot bat, for any reason, shall be called out the first time only and removed for the remainder of the game, except ejection (out every at bat).
- Courtesy runners for pitcher/catcher (of record) shall be the last out. If there is no out in the game yet, then the last batter in the lineup shall run.
- Should any runner become injured, a courtesy runner may be allowed for the injured player (last out).
- USA (Mercy) Runs Ahead Rule in effect for all games.

### 10U/12U/14U Division

- 10U- 4 runs per inning.
- 12U/14U- 5 runs per inning.
- Open inning after 3 complete innings (Pool and Bracket play).
- No run limit during championship game.
- During Pool play, teams **must** use a bat-around lineup (Round Robin) with free substitution. There will be no penalty if a player cannot bat, except ejection (out every at bat).
- Courtesy runners for pitcher/catcher (of record) shall be the last out. If there is no out in the game yet, then the last batter in the lineup shall run.
- Should any runner become injured when bat-around is used, a courtesy runner may be allowed for the injured player (last out) and the injured player must be removed for the remainder of the game with no penalty out.
- During Bracket play, teams may use bat-around (Round Robin), straight nine, or DP/Flex. If a player cannot bat, for any reason, the player shall be called out the first time only and must be removed for the remainder of the game. EXCEPTION: If no substitute is available for the unavailable player, an out shall be recorded each subsequent at bat.
- When using straight nine or DP/Flex, USA rules will apply for substitutions and courtesy runners.
- USA (Mercy) Runs Ahead Rule in effect for all games.



## TIME LIMITS

### Pool Play

- No new inning shall start after one hour and fifteen minutes (1:15),
- Drop dead time of one hour and twenty five minutes (1:25), or seven (7) innings for 10U, 12U, 14U and six (6) innings for 8U, whichever comes first. If the home team is ahead at 1:15, or goes ahead before 1:25, the game is over.
- Pool games may end in a tie. In all drop dead instances:
  - 1) If the home team is ahead, then the score stands.
  - 2) If the home team has tied the game in their half inning, the tie score stands.
  - 3) If the home team is behind or the visiting team has tied the game in their half inning, the score reverts back to the previous inning.

### Bracket Play

- No new inning will start after one hour and fifteen minutes (1:15);
- Game must end with a winner. The international tie-breaker will be in effect after the time limit has been reached or 7 innings (6 innings for 8U).

### Championship Game

- 6 innings for 8U with a time limit of one hour and thirty minutes (1:30) and then finish the inning
- 7 innings for 10U, 12U and 14U. No time limit. The international tie-breaker will be in effect after the above inning limit has been reached.

## UMPIRES

- Two umpires for all semifinals and championship games (If available).
- All other games, one umpire.

## DUGOUTS

- Teams playing back to back games will remain in their respective dugout throughout the tournament.
- **Pool Play** - Team listed first will occupy the 3rd base dugout. Home Team decided by coin toss.
- **Bracket Play** - Top team bracketed (higher seed) will occupy the 3rd base dugout and will be the home team during bracket play. If teams finish with the same seeding (example 2<sup>nd</sup> A vs. 2<sup>nd</sup> B), the home team will be determined by coin toss.
- **Championship Game** - Team listed on top of the bracket will occupy the 3<sup>rd</sup> base dugout. Home team decided by coin toss.





## SCOREKEEPING

- Each team will need to provide an official scorekeeper 18 years of age or older. Home team will be responsible for keeping score on the official score sheet and score card provided. It is recommended that each team utilize their own scorekeepers (same scorekeeper, if possible for each game) and that scores are verified between innings with opposing team and umpire, to avoid controversy.
- Umpire will confer with the scorekeeper throughout and at the conclusion of the game. Umpire will record the final score, sign the card and turn it into the TD desk. Once a card has been signed the score is final.
- Signed scorecard must be turned into a tournament director (located in the registration/check in area) within 15 minutes after game completion.
- **Please make sure team scores are recorded correctly. Once the official score card has been recorded it cannot be changed. Placement of teams is based on scorecard information. Accurate information will need to be verified by both teams and umpire before the scorecard is turned in at registration/check-in location.**

## PITCHING DISTANCES & BALL USAGE

Division	Pitching Distance	Base Path	Ball
8U	30 Feet	60 Feet	Worth 10" RIF 1
10U	35 Feet	60 Feet	Worth 11" Dream Seam
12U	40 Feet	60 Feet	Worth 12" Dream Seam
14U	43 Feet	60 Feet	Worth 12" Dream Seam

## PLAYER SAFETY/AVOIDING CONTACT

Sliding is encouraged in all divisions to avoid collisions and player injuries. It is highly recommended that all players slide feet first to avoid injuries to themselves and other players. If a runner causes injury to a fielder, the runner is subject to ejection per umpire discretion.

## PLAYER ATTIRE

- No exposed jewelry (earrings, bracelets, necklaces, rings, watches, etc.) or metal hair clips shall be worn during games.
- Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible. Please alert the umpire if this situation exists.



## PLAYING EQUIPMENT

- No metal cleats (8U, 10U, 12U). **14U only** may wear metal cleats.
- All bats must be ASA approved and bear the official ASA markings and may be subject to inspection and approval by the umpire.
- Helmets must meet and bear the NOCSAE stamp with face guard and may be subject to inspection by the umpire. Helmets that show any visible damage shall not be used.

## FORFEITURE

Any team not ready to play at scheduled game time shall lose by forfeit (declared by assigned Umpire), which results in a 7-0 loss; 6-0 loss for 8U.

Exception: Teams playing back to back games at different field locations will be afforded a reasonable grace period to get to the next game.

## RUN AHEAD "MERCY" RULE

15 after three innings, 12 after four innings or 8 after five innings "Mercy Rule" will be in effect in all games, for all divisions.

## POOL TIEBREAKERS IN THE FOLLOWING ORDER

- Any pool play game may end in a tie and the score recorded as such.
- After all teams have played, the following will be used for any tiebreaks:
  - a. Win/Loss record
  - b. head to head
  - c. fewest runs allowed
  - d. total runs scored
  - e. run differential
  - f. then by coin toss.
- The coin toss will be overseen by the Tournament Director, Tournament UIC or an SCGS Executive Board Member at the field. The winner of the coin toss may not choose; they are the higher seed by virtue of winning the coin toss.

## PROTESTS

There are no protests allowed in the SCGS Memorial Day Tournament. The umpire on the field has the final call in all situations.

## LOST & FOUND/LIABILITY DISCLAIMER

Any items left behind on or around the fields will be brought to the snack bar or check in area for claiming. San Clemente Girls Softball and San Clemente City Parks & Rec are not responsible for any lost items and are not liable for any damage to vehicles that may occur by foul balls or equipment that may leave the field of play on occasion. You park at your own risk.



## MANAGER, COACH, & CROWD ETIQUETTE

- Managers and coaches are responsible for their team, staff, and fans, both on and off the field throughout the tournament.
  - Parents and fans are encouraged to cheer and support their players and team, but **coaching from the stands is not allowed.**
  - No loud artificial or other noise making (music) devices shall be allowed on or near any playing field. No music play devices are allowed between innings. Our fields are close together and this disrupts the games on the other fields. Failure to follow this rule will result in removal from the park.
  - No attempts to distract the pitcher or catcher will be allowed and is subject to player or coach ejection per umpire discretion.
  - Unruly behavior, vandalism, destruction of property or similar activities will not be tolerated.
  - Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament.
  - **NO ALCOHOLIC beverages** of any kind allowed on the premises or in the parking lots.
  - All San Clemente parks are a smoke free environment and there is no smoking allowed in any park area, snack bar, ball field or bathroom. You may smoke in parking lots only.
  - **Umpires reserve the right to control the game both on and off the field and have the authority to eject managers and coaches from the game. As well as remove fans and spectators from the stands, within sight and sound of the field, if the need arises. If the fan or spectator fails to leave the premises when asked to do so, their team could forfeit the game and the team runs the risk of being disqualified from further play in the tournament.**
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