

## I. CHECK-IN

a. Check-in is one hour before your first game to collect your Player of the Game medals and notify us of your arrival.
b. Player of the Game Medals: Each team receives 2 PoG medals at check-in. At the conclusion of each Pool Play game, confer with the coach from the other team to decide who should be the Player of the Game (one from each team). Each coach then gives one PoG medal to the player on the OPPOSING team. Please conduct this ceremony in Center Field so field staff can prep for the next game.
c. Game Balls: Each team is required to provide one New Ball for each game up to the first 4 games (or thru the QF round). Tournament hosts will provide game balls for the Sf and Championship games. Please contact your league about providing you with game balls for the Tournament.
d. Coaches may be asked to help with some modest field prep as necessary.
e. Rosters are limited to fifteen (15) players . No player may be added after the start of the first game. Unless given affirmative pre-clearance from the Tournament Directors, all players on your team must come from the roster that you played with during the regular season (no additions/substitutes, player swaps or combining of rosters, unless approved). No travel ball or select players are permitted. Scorebooks and/or GameChanger may be required if there is a roster eligibility issue.
f. Borrowed Players: Teams may borrow a player(s) from another Rec team from their own league for a game or set of games from the same or lower division to field a team of 8 or 9 players (as to not forfeit). Roster limit for those games will be 9 players in that case. These players may only play in the outfield and must bat last in the batting order. No travel ball or select players are permitted.
g. Fielding an ineligible player will result in forfeiture of games played and possible disqualification from the tournament with loss of registration fee.

## II. GROUND RULES

a. There are no protests allowed in this tournament.
b. Sportsmanship:
i. Team managers are responsible for and must have control of their players, coaches, and team followers at all times.
ii. Umpires have the responsibility and authority to eject any team personnel or spectator for unsportsmanlike conduct (including off the field).
iii. An ejected coach, player or other team personnel is ineligible to participate in the team's next game.
iv. Tournament Board Members may ask spectators to leave for unsportsmanlike conduct.
c. Each team is responsible for cleaning their dugout after each game.
d. Each team is responsible for providing their own scorekeeper and scorebook. The Home Team is the official scorekeeper.
e. Home Team determined by coin flip for both Pool Play and Elimination Games.
f. Team listed first in pool play or top of bracket occupies third base (3B) dugout. Exception: A team playing back-to-back games on the same field may stay in the same dugout.
g. Any team not ready to play at the scheduled game time shall lose by forfeit (score recorded as 7-0). Exception: Teams playing back-to-back games at different field locations will be afforded a reasonable grace period to get to the next field.
h. Dogs must be on a leash at all facilities in Irvine and Tustin.
i. Batting cages are prohibited from being used at any time.
j. No personal (open air) music devices are to be played on fields. Exception: Team specific music during warm-ups is allowed but must be kept at a low volume so as not to interfere with other games being played.
k. Profanity and inappropriate music will immediately be shut down resulting in the respective team's loss of privilege during the remainder of the tournament.
I. Alcoholic beverages, smoking and vaping in any form are prohibited at all fields and in parking lots.
m. Playing Rules: USA Softball rules are in effect except where amended below.

## III. TOURNAMENT RULES

a. Pool Play Games:
i. Pool Play games will be $\mathbf{1} \mathrm{hr15min}$ "No New Inning - Finish the Inning".
ii. ALL Pool Play games may end in a TIE.
iii. Teams will be awarded points based on game outcomes:

1. 2 Points $=\mathrm{Win}$
2. 1 Point $=$ Tie
3. 0 Points = Loss
iv. Pool Play End of Game Scenarios (following time expiration):
4. Visiting Team Leading: Should the Visiting Team be leading by more than the run limit (i.e., the home team cannot win) during any part of the inning when time expires, the game is over. Finish any batter if time expires mid at-bat. All subsequent runs will count (up to the run limit).
5. Home Team Leading: Should the Home Team lead at any point after the conclusion of the top half of the inning and after the expiration time, the game will be deemed final. In the bottom half of an inning, should the time expiration occur during an at-bat while the Home Team is leading, the game shall end after the completion of the at-bat (finish the batter). All subsequent runs will count (up to the run limit).

## v. Pool Play Tie Breakers:

1. 3-team pools: After all 3 teams have played, the following order will be used for any tie breaks:
a. Points
b. Fewest Total Runs Allowed (RA)
c. Most Total Runs Scored (RS)
d. Coin Toss: The coin toss (or similar method) shall be overseen by the Tournament Director or an Executive Board Member at the field or by other means acceptable to all parties. The team listed lower on the Pool Play sheet will "call" the toss (choose first). The winner of the coin toss may not choose; they will be the higher seed by virtue of winning the coin toss.
e. By Lot: Should all 3 teams tie and seeding cannot be determined by previous tie breakers, the final tie breaker will be "by lot". Selection will go in the reverse order of how the teams are listed on the Pool Play sheet. Each team's seed will be determined by the corresponding number selected.
2. 4-team Pools: the following tiebreaker rules will determine seeding when teams are tied on points at the conclusion of Pool Play:
a. Points
b. Head-to-head (2-team tie only)
c. Fewest Runs Allowed (RA)
d. Most Runs Scored (RS)
e. Coin Toss (2-teams)
f. By Lot (more than 2 teams)
b. Elimination Games:
i. All Elimination Games will be $1 \mathrm{hr15min}$ "No New" inning.
ii. All Elimination Games MUST have a winner. If the game is tied after 1 hr 15 min no new, the game will be decided by ITB.
iii. Elimination End of Game Scenarios (following time expiration):
3. Visiting Team Leading: If the Visiting Team is leading by more than the run limit, the game is over.
4. Home Team Leading: If the Home Team is ahead at the completion of the top half of the inning or at any point during the bottom half of the inning, the game is over.

## c. Championship games:

i. 12 U and $10 \mathrm{U}=1 \mathrm{hr} 30 \mathrm{~min}$, "No New" inning or six (6) innings, whichever occurs first
ii. $8 \mathrm{U}=1 \mathrm{hr} 20 \mathrm{~min}$, "No New" inning or six (6) innings, whichever occurs first.
d. International Tie Breaker Rules (ITB) will be used if needed.
i. The last batter from the previous inning starts on 2B and play resumes as usual until a winner is determined. If a game goes to ITB, the innings will continue consecutively to the regular game (for run limit purposes). The "Sit-Out" Rule (see below) remains in effect for TBR.
ii. 8 U (ITB): 8 U division, should a game enter ITB, will play one inning of regular play (player pitch). If a winner cannot be determined after that first extra inning, all subsequent innings will be coach pitch only (with all restrictions remaining in place - no stealing; no bunting; etc.).
e. A team must have 8 players to play. Fielding a roster of fewer than 8 players will result in a forfeit and will result in a 7-0 score in the pool play standings. In Elimination the other team will advance.
f. Run Ahead Rule: for all tournament games (including Championship games): 12 after 3, 10 after 4, 8 after 5.
g. Round Robin Batting: In effect for ALL games (unlimited defensive substitution subject to Sit-Out rule).
h. Sit-Out Rule
i. No player may sit out consecutive innings.
ii. No player shall sit a second inning until all players have sat once during the game (players simultaneously sitting a second inning along with the last player(s) sitting their first is acceptable). No player shall sit a third inning until all players have sat twice (or are simultaneously sitting). This excludes the starting pitcher and catcher should they continuously remain at those positions. If the starting pitcher and/or catcher are substituted out of those positions at any point (even during an inning), they will be subject to the "sit-out" rule for the rest of the game (starting with the inning following the substitution) even if they return to those positions at some point.
iii. There are no position specific rules (IF/OF requirements).
iv. Violation of the substitution and/or batting rules will result in maximum runs allowed for the opposing team within the corresponding inning.
i. Courtesy runners for the pitcher and catcher of record when batting round robin. The last out shall be used.
j. No attempts to distract the pitcher or catcher will be allowed.
k. If for any reason a game cannot be completed, the score will revert back to the last completed inning. Any runs scored after the last completed inning will not count as runs against or runs scored. If in Pool Play, a tie score will stand.
I. For any suspended game, the game will resume at the point where it stopped (score, time, etc.). Players unable to play in the original game will be allowed to be added to the roster at the bottom of the batting order for the resumed game.
$\mathbf{m}$. Missing/Late-Arriving Players: Assuming the required number of players to start, using Round Robin, if a player will be arriving late, they do not have to be listed on the line-up card to start the game. Notify the umpire and opposing coach at the plate meeting that a player will be arriving late. Upon arrival, that player must be inserted into the last batting spot immediately and without delay and will be eligible to play on defense with notification to the umpire and the opponent. This player would then be subject to the "sit-out" rule.
n. Injured Player: Should a player become injured during the course of a game, skip the injured player's turn at bat (including during the course of an at bat). No Out shall be recorded and play will continue with the next batter and a fresh count. The Sit-Out rule will also be suspended for that player. If the injured player misses a second at bat, they may not return for the remainder of the game. Again, No Out shall be recorded. Any player injured while as a base runner, that player may be replaced by the last out (similar to the courtesy runner rule for a pitcher or catcher). The purpose of this rule is not meant to be used to circumvent any other rule or to manipulate a team's lineup.

## IV. PITCHING LIMITS

a. None (All Ages)

## V. 8U SPECIFIC RULES

a. Teams will field 10 defensive players. Outfielders must stay on the grass outfield until the ball crosses home plate. Infielders must stay 25 feet from home plate until the ball crosses home plate.
b. Run Limit - three (3) Runs per Inning for the first three (3) Innings and five (5) Runs after that.
c. No dropped 3rd strike.
d. No Infield Fly rule.
e. Two coaches may stand in the OF behind his team and must not interfere with any live ball.
f. One offensive coach may occupy each coach's box (1B \& 3B-2 total). No other offensive coaches may be on the field during play and may not interfere with a batter's at bat.
g. Stealing: One base per pitch. A runner can be put out if she attempts to steal past one base. Should she reach the second stolen base safely, play stops and she will be returned back to the prior base. Home is closed for stealing, but the umpire can award a runner home. A play at another base does not release a runner to steal more than one base per pitch.
h. Time will be 'out' when the ball is returned to the pitcher's circle with the intent, based on the umpire's judgment, of returning the ball to the pitcher. The pitcher does not have to be in control of the ball. All runners at that point will immediately return to the previous base or advance to the next base as per USA rules. Any player who does not immediately return to the previous base or advance to the next base will be called out at the umpire's judgment.
i. Pitching: The pitching distance is 30 feet.
j. The umpire will keep track of balls and strikes.
k. In the event the player pitcher pitches four balls to a batter, an adult coach from the offensive team will enter the game to pitch to their own team.
i. The strike count on the batter will remain the same and the adult pitcher will continue to pitch until the batter hits the ball in fair territory, strikes out or is called out when the coach pitches a maximum of four (4) pitches.
ii. If the batter fouls off the 4th pitch, her at-bat continues until she misses the next pitch, fails to swing, or puts the ball in play, whichever occurs first, regardless of the number of pitches she receives.
iii. Umpires will not call balls or strikes on coach pitch. Strikes will only be called on coach pitch when a batter hits a foul or on a swinging strike.
iv. The coach pitcher must pitch with one foot starting on the pitcher's plate.
v. The player pitcher shall remain in the pitching circle/cylinder (both feet inside the circle/cylinder) while the coach pitcher is pitching and must play no closer to the batter than the pitcher's plate until the ball is hit.
vi. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players.
vii. If a batted ball hits the coach pitcher, the ball is live, and the batter and runners can attempt to advance.
viii. If the coach pitcher intentionally interferes with the play, as judged by the umpire, the umpire will call the batter out for offensive interference and all runners will be returned to their previous base.
ix. A hit-by-pitch will result in adult coach pitch with a new count with a max 4 coach pitches.
x. No Bunting with coach pitch.
xi. No Base Stealing with coach pitch.
xii. Runners can only advance one (1) base on an overthrow during a live play. Example if there is a groundball to SS and they throw wild to first, all base runners can advance one (1) additional base on the overthrow (including Home). This will be up to umpire discretion.
xiii. Any rules that are not directly mentioned here will be ruled upon based on the Fall League Rec rules for that Division.

## VI. 10U SPECIFIC RULES

a. Each team shall use four (4) outfielders for a total of ten (10) defensive positions.
b. Limit - Four (4) Runs in the first three (3) innings and six (6) runs after.
c. Any rules that are not directly mentioned here will be ruled upon based on the Fall League Rec rules for that Division.

## VII. 12U SPECIFIC RULES

a. Each team shall use three (3) outfielders for a total of nine (9) defensive positions.
b. Run Limit - Four (4) runs in the first three (3) innings and six (6) runs after.
c. Any rules that are not directly mentioned here will be ruled upon based on the Fall League Rec rules for that Division.

