



Irvine Girls Softball Association 2019 Irvine Summertime Classic Tournament Rules

1. CHECK-IN

- A. Check-in at the field where the first game is scheduled at least 1 hour prior to first game.
- B. Bring your completed roster (available on the website) and one of the following for every player:
 - I. 2019 picture USA card (*prior years are not acceptable*); **OR**
 - II. Copy of birth certificate, **player photo** and 2019 non-photo USA player card; **OR**
 - III. Copy of birth certificate, **player photo** and copy of receipt for 2019 USA player card which has not arrived to verify registered with USA.
 - IV. 2019 USA Softball **coaches' cards** for those adults that will be present in the dugout with the players during the tournament.
- C. Proof of league insurance is required for all teams.
- D. No exceptions will be made for any player. Rosters are limited to fifteen (15) players. No player may be added after the start of the first game. No travel players allowed.
- E. Fielding an ineligible player will result in forfeiture of games played and possible disqualification from the tournament with loss of registration fee.
- F. Packets will be distributed at check-in which include Sportsmanship Medals for Pool Play games, pins for each player, field information and any other pertinent information.

2. GROUND RULES

- A. There are no protests allowed in this tournament.
- B. Metal cleats are **NOT** allowed in any age group except in 14U division, which is optional.
- C. Game balls will be provided. Bases are 60 feet for all divisions.
- D. No more than four (4) adults allowed in the dugout during the game.
- E. Each team is responsible for cleaning their dugout after each game.
- F. Each team is responsible for providing their own scorekeeper and scorebook. The home team is the official scorekeeper.
- G. Home team will be determined by a coin flip at the plate meeting for every game.
- H. The team listed first in Pool Play or on the top of the Elimination bracket shall occupy the third base dugout. The only exception is for teams playing back-to-back games on the same field may stay in the same dugout.
- I. 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.



- J. Manager, Coach, and Crowd Etiquette: Managers and head coaches are responsible for their assistant coaches and parents on their team. Unruly behavior will not be tolerated. The umpire will give a warning first and if it happens a second time, the head coach will be ejected from the field and will miss the next game.
- K. The City of Irvine prohibits BBQ's at all fields or in the parking lot.
- L. No personal (open air) music devices played on City fields.
- M. No artificial noisemakers allowed.
- N. Smoking and/or Vaping are not permitted near the fields.
- O. Alcoholic beverages in any form are prohibited at all fields and in parking lots.
- P. Please DO NOT keep valuables in your car.
- Q. See the RV and Parking specific sheet, located on the website, for those rules.
- R. Playing Rules: USA Softball rules are in effect except where amended below.

3. GAME TIME AND RUN RULES

- A. Pool Play games, Elimination games, and Semi-Final games will be: **No new inning after 1hr 20minutes, finish the inning.** 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 the inning, the game shall end **after the completion of an at-bat (finish the batter)** should the time expiration occur during an at-bat while the home-team is leading. All subsequent runs will count. **IF time has not expired 8U & 10U will play a maximum of 6 innings. 12U & 14U will play a maximum of 7 innings.**
- B. Championship games: **No time limit, 8U & 10U play 6 innings and 12U & 14U play 7 innings.**
- C. Due to the tight scheduling, we request that all post game activities take place in center field, so the field can be prepared for the next game.
- D. Pool Play games with three (3) team pools may end in a tie.
- E. Pool Play games with four (4) team pools must have a winner. (Please see 4B below).
- F. Elimination games must have a winner. USA Tie Breaker Rules (ITB) will be used if needed.
- G. Run Rule Ahead: **15** after **3**; **12** after **4**, **8** after **5**. In effect for the entire tournament.
- H. Run limits:
 - I. Pool Play and Elimination run limits:
 - i. First 4 innings: 8U (4 runs), 10U (5 runs) and 12U/14U (6 runs).
 - ii. Top of the 5th on will be unlimited.
 - II. Championship Games:
 - i. 10U/12U/14U - No run limits.
 - ii. 8U is 4-run limit in first 3 innings, 4th inning on is unlimited.



4. SPECIAL PLAYING RULES

- A. During Pool Play games, batting will be round robin for all divisions. During Elimination games, teams in the 10U/12U/14U divisions may either (1) bat round robin (which allows for unlimited defensive substitutions), or (2) use USA rules, including the DP/Flex option.
- B. 4-team pools: The first game will be to determine who advances to the winner vs winner game. The second game will be to determine seeding. Teams in the winner vs winner game will play for the #1 and #2 seeds. Teams in the loser vs loser game will play for the #3 and #4 seeds.
- C. Pool Play Tie Breakers:
 - I. 3-team pools: Any game may end in a tie and the score recorded as such. After all 3 teams have played, the following order will be used for any tie breaks: win/loss record, head-to-head, fewest total runs allowed, total runs scored, then by coin toss. The coin toss shall be overseen by the Tournament Director, the Tournament UIC or an Executive Board Member at the field. The team listed lower on the Pool Play sheet will "call" the toss. The winner of the coin toss may not choose; they will be the higher seed by virtue of winning the coin toss. 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.
 - I. 4-team pools (Game 1): Teams will play to advance to the winner vs winner game and each game must have a winner. If the first game to decide who advances to the winner vs winner game is tied after 1hr 20min no new, USA Tie Breaker Rules (ITB) will decide the winner.
 - II. 4-team pools (Game 2): Teams will play for seeding (Please see 4B above). The winner vs winner and loser vs loser games must have a winner. If the game is tied after 1hr 20min no new, USA Tie Breaker Rules (ITB) apply.
- D. Courtesy Runners: When batting round robin, for the pitcher and catcher of record, the last out shall be used. If a team bats 9 per USA rules, the USA courtesy runner rules will be in effect.
- E. No attempts to distract the pitcher or catcher will be allowed. No cheers that include screaming out or making sudden noises as the opposing pitcher is about to release the pitch, this is considered bad sportsmanship. After a warning from the umpire and it continues the umpire can call a strike on the batter.



5. 8U SPECIFIC RULES

- A. Teams will field 10 defensive players. Outfielders must stay 10 feet past the baseline until the ball crosses home plate. Infielders must stay 25 feet from home plate until the ball crosses home plate.
- B. No dropped 3rd strike. No Infield Fly rule.
- C. Stealing (including passed balls/wild pitches): One base per pitch. A runner can be put out if she attempts to steal past one base. Should the runner reach the second stolen base safely, play stops and the runner will be returned back to the prior base. Home is closed for stealing (including passed balls/wild pitches), but a runner can be awarded home by the umpire. A walked batter may not proceed beyond first base on the same pitch that they were walked on. A play at another base does not release a runner to steal more than one base per pitch.
- D. Batted Ball in Play/Overthrow: Unlimited Base Advancement (including Home). For any overthrow (including first base) on a batted ball, runners **may** try to advance as many bases as they wish (including Home), as long as the ball remains in-play.
- E. Substitutions: Free substitution of all players for all positions while on defense, excluding the pitcher (pitchers can only re-enter once back into the pitcher position). Round robin batting during all games, including Pool, Elimination and Championship games.

Be sure to check the website (www.igsateams.org) throughout the tournament for updated pool and bracket results

Thank you for participating in and showing great sportsmanship