



**Irvine Girls Softball Association**  
**2016 Irvine Summertime Classic Tournament Rules**

**1. CHECK-IN**

- A. Check-in at the field where the first game is scheduled at least 45 minutes prior to first game.
- B. Bring your completed roster (available on website) and one of the following for every player:
  - I. 2016 picture ASA card (*prior years are not acceptable*); **OR**
  - II. Copy of birth certificate, **player photo** and 2016 non-photo ASA player card; **OR**
  - III. Copy of birth certificate, **player photo** and copy of receipt for 2016 ASA player card which has not arrived. We must verify they have registered with ASA.
- C. Proof of league insurance is required for all teams.
- D. No exceptions will be made for any player. Rosters are limited to fourteen (14) 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. No metal cleats are allowed in any age group.
- C. Game balls are provided and bases are 60 feet for all divisions.
- D. No artificial noisemakers allowed.
- E. No more than four (4) adults allowed in the dugout during the game.
- F. Each team is responsible for cleaning their dugout after each game.
- G. Each team is responsible for providing their own scorekeeper and scorebook. The home team is the official scorekeeper.
- H. Home team will be determined by a coin flip at the plate meeting for every game.
- I. The team listed on the top of the bracket or first in pool play 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.
- J. 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.
- 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. Alcoholic beverages in any form are prohibited at all fields and in parking lots.
- N. See the RV and Parking specific sheet, located on the website, for those rules.
- O. Playing Rules: ASA rules are in effect except where amended below.



### 3. GAME TIME AND RUN RULES

- A. Pool play games and Elimination games: **No new inning after 1hr 20 minutes, finish the inning.**
- B. All Semi-Final Games will be: **No new inning after 1hr 30 minutes, finish the inning.**
- C. Championship games: **No time limit, 8u & 10u play 6 innings and 12u & 14u play 7 innings.**
- D. Due to the tight scheduling, we are requesting that all post game activities take place in the center field so the field can be prepared for the next game.
- E. Pool play games with three team pools may end in a tie.
- F. Pool play games with four team pools must have a winner. (Please see 4B below).
- G. Elimination games must have a winner. ASA Tie Breaker Rules will be used if needed (ITB).
- H. Mercy Rule: 15 after 3; 12 after 4, 8 after 5. In effect all tournament long.
- I. 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 10u/12u/14u divisions may either (1) bat round robin (which allows for unlimited defensive substitution), or (2) use ASA rules, including the DP/Flex option.
- B. For teams playing in a pool of 4 teams, the first game is to determine who advances to the winner/winner game. The second game is to determine seeding. Teams in the winner/winner game are playing for the #1 and #2 seeds. Teams in the loser/loser game are playing for the #3 and #4 seeds.
- C. Pool Play Tie Breakers:
  - I. For pools with 3 teams: 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 will be overseen by the Tournament Director, the Tournament UIC or an 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.
  - II. For pools with 4 teams playing in their first game: Teams are playing to advance to the winner/winner game. If the first game to decide who moves on to the winner/winner game is a tie after 1hr 20min no new, ASA Tie break or (ITB) will decide the winner.
  - III. For pools with 4 teams playing in their second game: Teams are playing for seeding. The winner of the winner/winner game will be the #1 seed and the



loser of the winner/winner game will be the #2 seed. The winner of the loser/loser game will be the #3 seed and the loser of the loser/loser game will be the #4 seed. The winner vs winner and loser vs loser games must have a winner. If the game is a tie after 1hr 20min no new, ASA tie break (ITB) rules apply.

- D. Courtesy runners for the pitcher and catcher of record when batting round robin. The last out shall be used. If a team bats 9 per ASA rules, the ASA courtesy runner rules are 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: 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 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. 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](http://www.igsateams.org)) throughout the tournament for updated pool and bracket results**

Thank you for participating in and showing great sportsmanship during the:

