



Irvine Girls Softball Association 2022 Irvine Summertime Classic Tournament Rules

1. CHECK-IN

- A. Check-in at the field where the first game is scheduled or designated check-in site 45 minutes prior to first game.
- B. ADVANCE CHECK-IN
 - I. If you submitted your **Official Championship Roster** and either uploaded a scan of your team's **Coach's Cards OR the Team Screen** from USA Softball prior to the tournament, you are already checked in.
 - II. Should you have one, you should still bring your tournament binder, with **Official Championship Roster**, birth certificates and player photos in the case of an eligibility issue, along with proof of background checks for all on-field adults, as required by the governing organization.
- C. Player Pins and Pool Play Sportsmanship Medals will be distributed at check-in.
- 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. Only verified coaches with a USA Softball card will be allowed in the dugout.

2. ETIQUETTE AND CODE OF CONDUCT

- A. Managers and head coaches are responsible for the conduct of the players, assistant coaches, parents and all other persons associated with their team.
- B. Unruly and unsportsmanlike behavior will **NOT** be tolerated.
 - I. This includes, but is not limited to, directing any negative, obscene or offensive comments to, or continuous shouting or screaming at, an umpire, a player, coach or spectator on the opposing team or tournament official.
 - II. All team cheers from the dugout shall be appropriate and considerate of the opponent.
 - III. Any and all disputes that may arise during a game shall be resolved between the head coaches **ONLY** and in consultation with the umpire as necessary. Assistant coaches, players or parents/adults shall **NEVER** address any issues with an opposing player or coach.
 - IV. Umpires and Tournament Officials have the discretion to eject the head coach and remove anyone else as warranted. One warning may be given but is not necessary for an ejection. In addition, the head coach and other offending parties will be suspended for the following game and could be subject to disqualification for the remainder of the tournament.



- C. Outside influences affecting game play
 - I. There shall be **NO** yelling any loud or sudden noises that may disrupt a play by an opposing player, coach or spectator. A strike may be called on a batter for intentional distraction of the pitcher or catcher.
 - II. No artificial noisemakers allowed.
 - III. The use of any “walk-up” music or **announcing of the batting line-up** is expressly **PROHIBITED**.

3. GROUND RULES

- A. Playing Rules: USA Softball rules are in effect except where amended below.
- B. Home team will be determined by a coin toss at the plate meeting for every game.
- C. The team listed first in Pool Play or on the top of the Elimination Bracket shall occupy the third base dugout. Teams playing back-to-back games on the same field may remain in the same dugout.
- D. Each team is responsible for providing their own scorekeeper and scorebook. Digital scoring apps are acceptable. The home team is the official scorekeeper and shall assist the umpire in game administration. Scorekeepers shall exchange lineups with the other scorekeeper (paper or digital).
- E. 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.
- F. All post-game activities shall take place in center field.
- G. **10U, 12U & 14U** teams -- Full batting practice will not be allowed (only soft, limited flight balls allowed for batting in open spaces).
- H. Metal cleats are **NOT** allowed (**14U** optional).
- I. Each team is responsible for cleaning their dugout after each game.
- J. Game balls will be provided. Bases are 60 feet for all divisions.
- K. The City of Irvine prohibits BBQ's at all fields or in the parking lots.
- L. No personal (open air) music devices allowed to be played on City fields.
- M. Smoking and/or Vaping are not permitted near the fields.
- N. Alcoholic beverages in any form are prohibited at all fields and in parking lots.
- O. Please DO NOT keep valuables in your car.
- P. See the RV and Parking specific sheet, located on the city website, for those rules.
- Q. There are no protests allowed in this tournament.
- R. Material Adverse Change: Should conditions dictate, the Tournament Director shall have the ability to modify the structure, schedule and/or rules as necessary. Should weather or other unanticipated events affect the balance of the tournament, refunds will be at the discretion of the Executive Board based on the totality of the circumstances.



4. RULE MODIFICATIONS

A. Line-ups

- I. Pool Play: Round Robin batting for all divisions.
 - II. Elimination: **8U** Round Robin batting. **10U/12U/14U** teams may use any of the 5 approved USA Softball line-up constructions utilizing the corresponding substitution rules (line-up must be declared to the umpire at the plate meeting):
 - i. Round Robin (unlimited defensive substitution)
 - ii. 9 players
 - iii. DP/Flex
 - iv. One Extra Player (EP)
 - v. DP/Flex with Extra Player (EP)
 - III. Missing/Late-Arriving Players: The USA Softball Shorthanded Rule is in effect for this tournament and supersedes the below modifications. 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 that a player will be arriving late at the plate meeting. Upon arrival, that player must be inserted into the last batting spot immediately upon arrival and without delay and will be eligible to play on defense with notification to the umpire and the opponent. If using one of the other 4 line-up constructions, the late-arriving player must be listed as an EP or a Sub prior to the game. Upon arriving, that player will be immediately eligible to participate according to normal substitution rules. ALL players should be listed on your roster (different than line-up), even if they are unavailable early in the tournament so they may be eligible if available later in the tournament.
- B. 4-team pools: The first Pool Play game will be to determine who advances to the winner vs winner game. The second Pool Play 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: won/loss record, head-to-head, fewest total runs allowed (RA), most total runs scored (RS), then by coin toss. The coin toss 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. 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.



- II. 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.
- III. 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 uses other line-up constructions under USA rules, the USA courtesy runner rules will be in effect.

5. GAME TIME AND RUN RULES

- A. Pool Play games, Elimination games, and Semi-Final games will be:
 - I. **1hr 20minutes, No New Inning, finish the inning.**
 - II. 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.
 - III. In Pool Play, 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.
 - IV. 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:
 - I. **8U: 1hr 30minutes, No New (Max 6 innings).**
 - II. **10U: 6 innings**
 - III. **12U & 14U: 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. **8U**: 4-runs in first 3 innings, 4th inning on will be unlimited
 - ii. **10U/12U/14U**: No run limits.



6. 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. Look Back Rule: The Look Back rule is in effect subject to the modifications (walks, stolen bases) described above. The pitcher **MUST** have "possession and control of the ball within the pitcher's circle".
- F. 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 schedules and results

Thank you for participating in and showing great sportsmanship