



Scripps Ranch Girls Softball  
27<sup>th</sup> Annual Invitational Tournament  
Tournament Rules

The current U.S.A. Softball Official Rules of Softball will be in effect unless otherwise stipulated.

1. **Check-In**

- A. Check in at the registration desk one hour prior to your first game. Check in available at all game sites.
- B. Bring your completed rosters, proof of age, and proof of insurance, or picture VTD cards.
- C. Rosters are limited to 15 players. No player can be added after the start of your first game.

2. **Game Time**

- A. Game time is forfeit time; the only exception are for the early Thursday/Friday games where there will be a 10 minute grace period. A game may start when 8 players are present. However, an “out” will be recorded every time the “missing” spot comes up in the order. Once the missing player(s) arrive they must be placed at the bottom of the order.
- B. In pool play, no new inning after one (1) hour and (20) twenty minutes, with no drop dead. The game clock will start on the first warm up pitch of the game. If the home team is ahead after time has expired, the game is finished. If the home or visitor cannot at least tie the game given run limits when the clock expires, the game will end and the score will revert to that at the time of the last completed inning. **Championship games will not have a time limit.**
- C. During pool play, games may end in a tie. During bracket play the “international tie-breaker” rule shall be in effect if the game is tied at the end of an inning once time has expired.
- D. Mercy Rule: The U.S.A. Softball mercy rule will be used (15 runs after 3 innings, 12 runs after 4 innings or 8 runs after 5 innings). This is in effect for the entire tournament.
- E. Run limits: run limits per inning are as follows - 8U (4 runs), 10U (6 runs), 12U (6 runs) and 14U (6 runs).

### **3. Ground Rules**

- A. No practice on infield dirt. Teams may warm up between the foul line and the fence.
- B. The team listed last or on the bottom of the bracket shall occupy the third base dugout. The only exception will be for the teams playing consecutive games on the same field, in which case they will not be asked to change dugouts.
- C. Home team will be determined by a coin toss at the pregame meeting with umpires and coaches. During bracket play the highest seed will be the home team. If both teams are the same seed, then a coin flip will determine home team.
- D. Home team will be responsible for an official scorekeeper. The official scorekeeper will not be allowed to announce “out of order” batters. It is recommended that each team have their own scorekeeper in addition to the official scorekeeper.
- E. Each team is responsible for cleaning their dugout thoroughly after each game.
- F. Game balls will be provided.
- G. No artificial noisemakers allowed.
- H. No alcoholic beverages on park premises.
- I. No Barbeques.

### **4. Special Playing Rules**

Teams have the option of batting their entire line-up and having free defensive substitutions. Teams choosing that option may use the “last out” as a courtesy runner for the pitcher or catcher. Teams not choosing the “bat around” option must then abide by U.S.A. Softball rules on substitutions.

#### **Special playing rules for 8U**

- A. One stolen base per pitch, runner at third cannot steal home; a play at a base does not release the runner from 3<sup>rd</sup> base.
- B. No dropped third strike.
- C. No infield fly rule.
- D. Balls: 10” U.S.A. Softball approved
- E. Teams have the option of playing four (4) outfielders for a total of ten (10) total players on the field.
- F. Teams MUST bat their entire roster. No DP Flex.
- G. Run Limit: 4 run limit per inning, in all games (no open inning)
- H. 8U Championship Game: 6 innings (no time limit)

#### **Special Rules for 10U**

- A. Balls: 11” RIF 10 or Dream Seam.
- B. Run Limit: 6 run limit per inning in all games (no open inning).
- C. All other U.S.A. Softball rules apply (open home plate, dropped 3rd strike, infield fly, unlimited base stealing, etc.).
- D. 10U Championship Game: 6 innings (no time limit)

## **Special Rules for 12U/14U**

- A. Balls: 12" Dream Seams
- B. Run Limit: 6 run limit per inning, in all games (no open inning)
- C. All other U.S.A. Softball rules apply (open plate, dropped 3<sup>rd</sup> strike, infield fly, unlimited base stealing, etc.)
- D. 12u/14u Championship Game: 6 innings (no time limit)

## **5. Bracket Seeding**

All teams will advance to single elimination bracket play based on the following criteria:

- A. Win (2pts), loss (0pts), tie (1pt) total record
- B. Head to head results
- C. Fewest Runs allowed
- D. Highest Runs scored
- E. Coin toss

## **6. Protests**

There are no protests. The home plate umpire on the field shall have the final call.

## **7. Conduct**

Team managers must have control of their players, coaches, and spectators at all times, on and off the field of play. Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament. An umpire may issue a warning for a first offense. Any further inappropriate behavior may then result in ejection. **Any coach or spectator that is ejected from a game will be required to leave the premises and out of sight and sound for the remainder of the game. A second incident of ejection of anyone associated with that team will result in the team's immediate expulsion from the tournament.** Examples of unacceptable behavior include, but are not limited to, use of foul language, willful attempts to distract a player at any time during a game, taunting, disrespectful behavior towards umpires or members of an opposing team, and throwing of equipment.

Note: If an umpire requests a tournament official's presence to aid in the resolution of a dispute involving a possible breach of the tournament code of conduct, the game clock shall stop at the time of the request and resume upon the resolution of the dispute.