

# OC FALL RECREATION TOURNAMENT RULES 2019

## **I. CHECK-IN**

- 1) Check-in is one hour before your first game. Bring the following information to the check-in table:
  - a) Team roster as filed with OC Fall Ball
  - b) List of league registered coaches with contact information
- 2) Proof of league insurance is required for all teams.
- 3) Rosters are limited to fifteen (15) players. No player may be added after the start of the first game. No travel ball or select players allowed.
- 4) 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**

- 1) There are no protests allowed in this tournament.
- 2) Sportsmanship:
  - a) Team managers are responsible for and must have control of their players, coaches, and team followers at all times.
  - b) Umpires have the responsibility and authority to eject any team personnel or spectator for unsportsmanlike conduct (including off the field).
  - c) An ejected coach, player or other team personnel is ineligible to participate in the team's next game.
  - d) Board members can ask spectators to leave as well for unsportsmanlike conduct.
- 3) Each team is responsible for cleaning their dugout after each game.
- 4) Each team is responsible for providing their own scorekeeper and scorebook. The home team is the official scorekeeper.
- 5) Home team determined by coin flip for both pool play and Elimination games
- 6) Team listed first in pool play or top of bracket occupies first base dugout
  - a) Exception: A team playing back-to-back games on the same field, whereby that team may stay in the same dugout.
- 7) Any team not ready to play at the scheduled game time shall lose by forfeit (recorded as 7-0).
  - a) Exception: Teams playing back-to-back games at different field locations will be afforded a reasonable grace period to get to the next field.
- 8) No dogs allowed at OUSD fields.
- 9) Batting cages are prohibited from being used at any time.
- 10) No personal (open air) music devices are to be played on fields.
  - a) Exception: Team specific music is allowed.
  - b) Profanity and inappropriate music will immediately be shut down resulting in the respective team's loss of privilege during the remainder of the tournament.
- 11) Alcoholic beverages, smoking and vaping in any form are prohibited at all fields and in parking lots.
- 12) Playing Rules: USA Softball rules are in effect except where amended below.

### **III. TOURNAMENT RULES**

- 1) Pool play games 1hr 15 minutes “Drop Dead” (Revert back rule).
- 2) All Elimination Games will be 1hr 15 minutes No New inning (Must Have a Winner).
- 3) Championship game: For 12U, 10U = 6 Innings. For 8U = 1:30 No New Inning or 6 Innings, whichever occurs first.
- 4) A team must have 8 Players to play, less 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.
- 5) Pool Play games with three (3) team pools may end in a tie. Pool Play games with four (4) team pools must have a winner. (Please see below)
  - a) 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.
  - b) 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 15mins. drop dead, 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 15 mins. drop dead, USA Tie Breaker Rules (ITB) apply.
- 6) Seeding will be determined in the following order: Win/Loss Record, Head to Head Results, Runs Allowed, Runs Scored, Coin Toss.
- 7) If an inning is reverted back to the end of the previous inning, then those runs do not count as runs against or runs scored. If the home team is ahead and the game ends, then the score is not reverted back, and the home team is declared the winner, and all runs against and for are counted.
- 8) Elimination games must have a winner. USA Softball Tie Breaker Rules will be used if needed (TBR). The last batter from the previous inning goes to 2B and play resumes as usual until a winner is determined. If a game goes to TBR, all pitching, sitting out, and infield playing rules are suspended. However, no player can sit out consecutive innings. Similarly, no player can sit out consecutively in the last regulation inning and then also the first TBR inning.
- 9) The following Run Ahead rule will be in effect for all tournament games (including Championship games): 12 after 3, 10 after 4, 8 after 5
- 10) For ALL Games:
  - a) Batting will be round robin.
  - b) No player may sit in consecutive innings.
  - c) No player may sit a second inning until all players (starting pitcher and catcher excluded) have sat during the game.
  - d) Violation of the substitution and/or batting rules will result in maximum runs allowed for the opposing team within the corresponding inning.
- 11) Courtesy runners for the pitcher and catcher of record when batting round robin. The last out shall be used.
- 12) No attempts to distract the pitcher or catcher will be allowed.

#### **IV. PITCHING LIMITS**

- 1) 8U and 10U A pitcher can only pitch 2 of the first 3 innings, no other limitations. 12U no limitations.

#### **V. 8U SPECIFIC RULES**

- 1) 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.
- 2) Run Limit---3 Runs per Inning for the first 3 Innings and 5 Runs after that
- 3) No dropped 3rd strike.
- 4) No Infield Fly rule.
- 5) 2 coaches may stand in the OF behind his team and may not interfere with any live ball.
- 6) 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.

#### **7) PITCHING RULES**

The pitching distance is 30 feet. The umpire will keep track of balls and strikes. In the event the player pitcher pitches four balls to a batter, an adult coach of the offensive team will enter the game to pitch to his/her own team. 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 pitches. 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 a swinging strike. The coach pitcher must pitch with one foot starting on the pitcher's plate. 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. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players. If a batted ball hits the coach pitcher, the ball is live, and the batter and runners can attempt to advance. If the coach pitcher interferes intentionally with the play, as judged by the umpire, the umpire will call the batter out for offensive interference.

- 8) A hit-by-pitch will result in adult coach pitch with a new count with a maximum of 4 coach pitches.
- 9) There is no bunting during coach pitch.
- 10) Runners can only take 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 1 base on the overthrow. This will be up to umpire discretion.
- 11) No Base Stealing on Coach Pitch
- 12) 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**

- 1) Each team shall use four (4) outfielders for a total of ten (10) defensive positions
- 2) Run Limit—4 Runs in the first 3 innings and 6 Runs after
- 3) A pitcher may pitch a maximum of 3 out of the first 4 innings. An inning to be defined as 3 outs or the maximum run rule.
- 4) 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**

- 1) Each team shall use three (3) outfielders for a total of nine (9) defensive positions
- 2) Run Limit—4 Runs in the first 3 innings and 6 Runs after
- 3) No Pitching Limits
- 4) Any rules that are not directly mentioned here will be ruled upon based on the Fall League Rec rules for that Division.



