



OC FALL BALL RECREATION END OF SEASON TURKEY TOURNAMENT RULES 2021

I. CHECK-IN

- 1) Check-in is one hour before your first game. Bring the following information to the check-in table:
 - a) Signed Turkey Tournament Team Roster.
- 2) 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 are permitted.
- 3) 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) Tournament Board Members may ask spectators to leave 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 Orange Canyon's OUSD fields. Dogs must be on leash at Tustin and Mission Viejo.
- 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 but must be kept at a low volume so as not to interfere with other games being played.
 - 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). Exceptions below.
- 2) 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 game is tied after 1hr 15 drop dead-revert back, USA Tie Breaker Rules (ITB) apply.
 - c) 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 drop dead-revert back, USA Tie Breaker Rules (ITB) apply.
- 3) All Elimination Games will be 1hr 15 minutes "No New" inning (Must Have a Winner).
- 4) Championship games:
 - a) 12U and 10U = 6 Innings
 - b) 8U = 1:30, "No New" inning or six (6) innings, whichever occurs first.
- 5) 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.
- 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 or has tied the game when time expires, then the score is not reverted back and the score stands with all runs against and for being 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.
- 13) If for any reason a game cannot be completed, the score will revert back to the last completed inning. Any runs scored after the last completed inning will not count as runs against or runs scored. If in pool play, a tie score will stand.

IV. PITCHING LIMITS

- 1) 8U: None
- 2) 10U: None
- 3) 12U: None

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 – three (3) Runs per Inning for the first three (3) Innings and five (5) Runs after that.
- 3) No dropped 3rd strike.
- 4) No Infield Fly rule.
- 5) Two 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:

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 (4) pitches. If the batter fouls off the 4th pitch, her at-bat continues until she misses the next pitch, fails to swing, or puts the ball in play, whichever occurs first, regardless of the number of pitches she receives. 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 - Four (4) Runs in the first three (3) innings and six (6) runs after.
- 3) 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 - Four (4) runs in the first three (3) innings and six (6) runs after.
- 3) Any rules that are not directly mentioned here will be ruled upon based on the Fall League Rec rules for that Division.