

Templeton Girls Softball's Annual "Hot Summer Daze" Tournament 2023

Field Location - Evers Sports Park, 20 Gibson Road Templeton, CA



Templeton Girls' Softball Tournament Details

The format for Hot Summer Daze is pool play with teams being drawn randomly into their pools, and into single-elimination play-offs. We may begin elimination on Saturday evening, when necessary. Seeding for single elimination is based on the team's record after pool play. The winner of each game will advance to the next round. The losing team is out of the tournament.

Tournament Rules

1. Strict rules of conduct will be enforced and adhered to by all coaches, players, and fans. Inappropriate language and abuse to players or umpires will not be tolerated.
2. All play will be under USA Softball rules except as noted below.
3. All teams will check in at the registration table located near the snack bar at both parks at least 60 minutes prior to your first game.
 - a. Teams should check-in at the park where they are playing games.
4. Pool Play into Single Elimination with four (4) games guaranteed (weather permitting).
 - a. Shutout Win = 3 pts. Wins = 2 pts. Ties = 1 pt.
 - b. A forfeit will be considered a 3-0 win, acquiring the team forfeited against 3 points for a shutout win and 3 "runs" for the purposes seeding. The maximum number of points earned per game will be 3 for the shutout win.
5. Method of determining seeds following pool play –
 - a. Most points earned
 - b. Head-to-Head
 - c. Least Runs Allowed
 - d. Most Runs Scored
 - e. Coin Toss
6. Please see the end of this document for 8U division specific rules of play.
7. 10U, 12U, and 14U Time limit will be 1 hour 30 minutes. No new inning shall start after time has elapsed regardless of what inning you are in, up to seven.
 - a. 10U Division will play with a 5-run limit the first two (2) innings. The top of the 3rd inning, and all subsequent innings, will be open.
 - b. 12U & 14U Divisions will play open innings with no run limit.
 - c. Games are 7 innings prior to the time limit are complete.
8. When a protest is made, play will be halted and the two team managers involved, along with the umpires, will meet with the U.I.C. A ruling will be made at that time. **This ruling will be final with regards to the tournament.**
9. As an exception to the USA Softball re-entry rule; A player who has previously played may re-enter a game for an injured player, provided there are no other eligible substitutes available.
10. During pool play competition, when time has elapsed and the game is tied, the game will remain a tie. The International Tiebreaker will be used after seven innings or after time expires only in the single elimination round, including championship play.
11. Line-ups shall be submitted to the umpire and opposing manager 10 minutes prior to game time.
12. In 10U, 12U, & 14U divisions, during Elimination Play Games, teams will bat 9 players with the option of using the DP/Flex.
13. In 10U, 12U, & 14U divisions, during Pool Play Games only, teams have the following options:
 - a. Bat 9 players with the DP/Flex.

- b. Bat 9 players without the DP/Flex.
- c. Bat up to and including all roster players with the DP/Flex.
- d. Bat up to and including all roster players without the DP/Flex.

Effects of this rule:

- Players not listed in a defensive position will be listed as an EP:
- EPs will be listed beginning in the 10th spot of the batting order;
- When not using the DP/FLEX any 9 can play defense;
- When using the DP/FLEX any 8 and the FLEX can play defense;
- The Batting order will always remain fixed;
- Any Player may be used as a courtesy runner for the pitcher or catcher;
- Any Player can be used as a pinch runner for an injured player;
- If a player is on base when it is their time to bat, they will be removed from the base and take their turn at bat. The person who they are running for will be called out.
- When only batting nine defensive players or using the DP/FLEX, if an injured player is not able to bat an out will be recorded for their turn at bat unless the team has a substitute not already in the batting order that can take their place.
- When batting more than nine defensive players and have no available substitutes, if an injured player is not able to bat in their place in the batting order, the batting order will be compressed to the number of batters in the batting order less the injured player with no out recorded for the injured player unable to bat.
- This rule allows you to either bat 9 players or bat up to every roster player present. Any player can be a pinch runner or a courtesy runner. Any player on base, running for someone else is removed to take their turn at bat, an out recorded for who they are running. If an injured player is unable to take their turn to at bat the batting order will be compressed with no out recorded for the injured player unable to bat.

- 14. No infield practice before games.
- 15. The "Mercy Rule" will be in effect in all games. 15-run rule is in effect after 3 innings. 10-run rule is in effect after 4 innings. 8-run rule in effect after 5 innings. 5-run limit per inning at the 10U level for the first 2 innings, with all subsequent innings being "open".
- 16. Home team is determined by a coin toss prior to the game. The teams listed 1st or the team on the top of the bracket will be assigned to the third base dugout. Exception: A team playing a double-header on the same field shall stay in the same dugout.
- 17. The home team will be the official scorekeeper. The winning team, or in case of a tie the home team, will fill out an official scorecard with the score (provided at team check-in). The scorekeepers and/or manager/coach for *both teams* must sign the scorecard, which shall be turned into the field registration booth **no later than 15 minutes after the conclusion of the game**. Scorekeepers from each team should confirm the score between innings to avoid inconsistencies.
- 18. As a courtesy to other teams **each team is responsible for cleaning** out their dugout after every game.

(Tourney Rules, Cont.)

19. No alcoholic beverages, tobacco products or pets will be allowed at any park at any time.
20. We love dogs, but they are not allowed on any game site at any time, with the exception of service dogs. ***Please do not make us enforce this rule, it is generally too hot to leave your dog in a car during the game.***
21. Team trophies will be given to first & second place teams for each division. Individual player trophies will be given to the first-place teams (maximum 15). Individual player medals will be given to the second-place teams (maximum 15).
22. Only the official umpire shall deem a game a forfeit, and only if a team fails to show for a scheduled game at scheduled game time on the scheduled game field. To ensure appropriate sportsmanship, any game ejection of players or coaches shall result in their ineligibility for their next scheduled game. Coaches are responsible for their parents and fans.
23. We will use the CFP-12 Worth, Rawlings, or Dudley Tournament Ball for the 14U & 12U divisions. The 10U division will use a CFP-11 Worth, Rawlings, or Dudley Tournament Ball. 8U will use a 10" RIF Soft-Dot Ball.
24. 14U & 12U Championship game will be 7 innings with no time limit. 10U & 8U divisions will both play with their respective time limits for Championship Games. The "Mercy Rule" shall remain in effect for all divisions.

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8U RULES FOR SANCTIONED PLAY (NON-ASSOCIATION CHAMPIONSHIP)

- General Rules:**
1. All 8U teams & sanctioned tournaments will be classified "C".
 2. 10" RIF Softball
 3. Coaches must wear their current year Coaches ID around their necks at all time
 4. These are the official rules for USACC **sanctioned** tournaments. These rules cannot be modified.
 5. USA Softball Rules apply with the following exception:

Exception: Tournament Directors can remove the bunting rule at their discretion.

Time Limit: No new inning after 1 hour 15 minutes or 6 full innings.

Format: Pool Play to Single Elimination, Double Elimination or Round Robin.

Game Break: Each team must receive at least a 30-minute break between games.

- Base Running:**
1. Bases: 60 Feet.
 2. No more than 5 runs per inning per team. No Open innings.
 3. Runners may steal one base per pitch. No Stealing Home.
 4. No base stealing when coach is pitching.
 5. **Overthrows:**
 - a. **On a throw to first base the following occurs:** On any thrown ball to first base, the batter/runner may only advance one base past first base with the liability of being put out if the ball stays within live ball territory. All other runners may only advance two bases from the base that they were at from the time of the pitch with the liability of being put out if the ball stays in live ball territory.
 - b. **On a throw to any other base:** If on a throw to any other base and the ball is not caught, all runners and batter/runner may advance one base from the base they were at on defensive receiving the missed throw for an out at any base.
 - c. The umpire will only award a base to the runners if the ball has been thrown out of play.
 - d. Runner and batter/runner may be put out if they advance beyond the one base allowed. If the batter/runner attempt to go beyond the one base, at the end of the play the umpire will return all runners to the base they are entitled to if they have not been put out.
 6. Injured player will be replaced on the base from the last out, if they are not able to bat and run their next time at bat they are removed from the game and no out is taken.
 7. Cold home plate.

- Fielding:**
1. 10 players may play anywhere in fair territory at any one time except in the catcher's box where the catcher is.
 2. Outfielders must position themselves at least 10 feet behind the baseline.
 3. No Infield Fly Rule.

- Batting:**
1. Everyone bats and free defensive substitutions.
 2. No dropped 3rd strike.
 3. Bunting is allowed. **Exception:** No bunting off coach/pitch.
 4. If line up drops to 8 players, USA Softball rule for shorthanded player will be in effect.

Pitching:

1. Pitching distance: Player and Coach 30 feet.
2. Players will pitch to opposing team.
3. Coach pitch
 - a. No coach pitch for the final Championship game.
 - b. Tournament director to determine if coach pitch will be allowed for additional elimination games.
4. A maximum of 2 (two) player/pitcher walks will be allowed per half inning. No walks will be allowed with bases loaded. Batter runner may not advance to 2nd base when walked.
 - a. After 2 allowed player/pitcher walks have been exhausted, a coach/pitcher will enter the circle when 4 balls have been called by the umpire.
 - b. The coach/pitcher will resume the player/pitcher strike count and will throw no more than two (2) pitches and ALL coach/pitches are considered strikes.
 - c. If the pitch is not put into play by the last pitch, the batter is out. **Exception:** If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - d. Batter will NOT be awarded a base on a Hit by Pitch from the Coach/Pitcher or Base on balls.
 - f. If a batted ball hits the Coach/Pitcher the ball is dead and the batter is out. At no time shall the Coach/Pitcher obstruct play.
5. Player/Pitcher must have one foot in the circle at the time of Coach/Pitcher is pitching.
6. Coach/Pitcher must stay in the circle during play and **MAY NOT** provide Coaching assistance.