

# USA SOFTBALL OF CENTRAL CAL - DISTRICT 5

## 2026 End of Season Tournament Rules Supplement

1. **Strict rules of conduct will be enforced** and adhered to by all coaches, players, parents, and fans. Inappropriate language and abuse of players, umpires, league staff, or volunteers will not be tolerated. Control yourself, control your fans.
2. No drinking alcoholic beverages, smoking, or other “adult shenanigans” will be allowed at any park at any time.
3. All play will adhere to the **2026 District 5 Rules**. Review them. This document is a supplement to help further define the specifics for the End of Season Recreational Tournament.
4. **Pool Play Points:**
  - a. A Shutout Win = 3 points      A Win = 2 points      A Tie = 1 point
  - b. A forfeit will be considered a 3-0 win. A team that wins by forfeit will receive 3 points for a shutout win. 3 runs will be applied against the team that forfeits for the purpose of breaking ties in seeding. The maximum number of points earned per game will be 3 points.
5. **Score Reporting:**
  - a. The home team will be the official scorekeeper. Scorekeepers from each team should confirm the score between innings to avoid any inconsistencies.
  - b. For **ALL** Pool Play Games, the winning team must immediately report the score of the game to their League President **AND** via email to either Mel Johnson at [mjohnson@templetoncsd.org](mailto:mjohnson@templetoncsd.org) OR John Doss at [jdoss@templetoncsd.org](mailto:jdoss@templetoncsd.org).
  - c. For Saturday Bracket Play games, the winning team must report the score to the league officials at their field of play.
  - d. Once seeded, tournament brackets will be distributed to all league presidents/administrators for distribution to teams in their respective leagues. Games go until Friday night. Please don't expect these final brackets before 8 pm on Friday night!
6. **Method of determining seeds** following pool play:
  - a. Most points earned.
  - b. Pool Play Head-to-Head Winner
  - c. Least Runs Allowed
  - d. Coin Toss

*Note: There is no total run differential or most runs scored being used as a tiebreaker. There is **NO BENEFIT** to running up the score in this recreational tournament.*
7. For 8u, 10u, & 12u - During pool play competition, when time has elapsed and the score reverts to the last completed inning, if 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.

## Tourney Rules, cont.

8. **Time Limits for ALL GAMES will be as follows:**
  - a. 8u – There is no new inning after 1 hour & 15 minutes or 6 full innings. The game ends (Drop dead rule) after 1 hour & 30 minutes and the score reverts to last completed inning.
  - b. 10u – There is no new inning after 1 Hour & 30 minutes or 7 full innings. The game ends (Drop dead rule) at 1 Hour & 45 Minutes and the score reverts to last completed inning.
    - **10u Championship game ONLY:** There is no new inning after 1 Hour & 30 Minutes or 7 full innings. The game ends (Drop dead rule) after 2 hours and the score reverts to last completed inning.
  - c. 12u – There is no new inning after 1 Hour & 30 Minutes or 7 full innings. The game ends (Drop dead rule) at 1 Hour & 45 Minutes and the score reverts to last completed inning.
    - **12u Championship game ONLY:** There is no new inning after 1 Hour & 30 Minutes or 7 full innings. The game ends (Drop dead rule) after 2 hours and the score reverts to last completed inning.
  - d. 14/16u – The 14u division is playing in a Double Elimination Bracket, so all games must declare a winner. As such, there will be no new inning after 1 hour & 30 minutes of game play. Once the 1 hour 30-minute time limit has been reached, the teams will complete the inning, and the game will be declared over at that point. The International Tiebreaker will be used if this completed inning ends in a tie.
9. There is no infield practice before games.
10. The “**Mercy Rule**” will be in effect in all games. 15-run rule is in effect after 3 innings. 12-run rule is in effect after 4 innings. 8-run rule in effect after 5 innings.
11. In pool play, the home team is specifically listed on the schedule and will occupy the 3<sup>rd</sup> base dugout. There will be no coin toss or ball roll to determine the home team. Every team has been assigned one home and one away game in pool play.
12. In bracket play, the home team is listed as the higher seed, is on top of the bracket, and will occupy the 3<sup>rd</sup> base dugout. Exception: A team playing a double-header on the same field shall stay in the same dugout.
  - a. In a Double Elimination Bracket, the home team in all Loser’s Bracket games will be determined by a coin toss.
13. As a courtesy to other teams and leagues, **each team is responsible for cleaning** out their dugout at the conclusion of every game.