

French Valley Girls Softball 2019
^{13th} ANNUAL WINE COUNTRY CLASSIC TOURNAMENT
FASTPITCH GIRLS SOFTBALL TOURNAMENT



The 2019 USA Official Rules of Softball will be in effect unless otherwise stipulated.

1. Check-in

- 1.1. Check in at the registration desk at least 45 minutes prior to your first game.
- 1.2. All participating team must be registered with USA Softball.
- 1.3. Rosters will be limited to 15 players. No player may be added after the start of the first game.
- 1.4. Materials required at check in:
 1. Team Roster – completed on the Wine Country Classic official tournament Roster Form.
 2. USA Photo Identification card or a team printout from the Register USA system – Either will fulfill the requirements of items 3, 4 and 5. Should the USA Softball Photo Cards or a Register USA printout be unavailable, please provide items 3, 4 and 5.
 3. Proof of League and/or Team Insurance – the USA Softball non-photo identification card will fulfill this requirement.
 4. Birth Certificates for all players – Without proof of age, a player will not be allowed to play, no exceptions.
 5. Picture of player with name.
- 1.5. All items above must be available for inspection at any time. No substitution of players will be allowed once the roster has been submitted.

2. General Rules

- 2.1. During pool play, no new inning will start after 1 hour and 15 minutes. Drop dead at 1 hour and 30 minutes. **SHOULD THE GAME CLOCK REACH 1 HOUR AND 30 MINUTES BEFORE THE CURRENT INNING IS COMPLETED, THE SCORE WILL REVERT BACK TO THE SCORE AT THE CONCLUSION OF THE LAST COMPLETED INNING.**
- 2.2. During elimination/bracket play, no new inning will start after 1 hour and 20 minutes. Drop dead will not apply.
- 2.3. Championship games will have no time limit. 8U will play 5 innings, 10U will play 6 innings, and 12U and 14U will play 7 innings.
- 2.4. During pool play, games may end in a tie. During elimination and championship games, the international tie-breaker shall be in effect.
- 2.5. Run ahead rule: During all games, a game will be over in all divisions if a team is ahead by 12 runs after 3 innings, 10 runs after 4 innings or 8 runs after 5 innings.
- 2.6. Run Max Rule – NONE, except for 8U Division. The 8U Division is limited to 5 runs in one (1) inning, unless that team is behind, in which case the team behind may go ahead five (5) runs for the first 3 innings. Remaining innings will be declared “open”.
- 2.7. Run Max Rule Championship Game - There will be no run limits during championship games for 10U, 12U and 14U. The 8U championship will have a 5 run limit in first 3 innings and the 4th inning on will have no run limit.

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- 2.8.** All teams must bat ALL players during pool play. During elimination/bracket play, teams have the option of batting their entire roster with free defensive substitutions, or batting nine (9) players for 10U, 12U and 14U, or batting ten (10) players for 8U. Teams batting entire roster can't use DP or FLEX players. Teams that bat nine (9) or ten (10) can use DP and FLEX players.
- 2.9.** No practice on infield dirt. Team may warm up in the foul area and outfield grass areas.
- 2.10.** Game balls will be provided.
- 2.11.** No artificial noise makers allowed.
- 2.12.** The team listed first (or at the top of the bracket) shall occupy the third base dugout. The only exception will be for teams playing consecutive games on the same field, they can stay in the same dugout.
- 2.13.** Home team will be decided by a coin toss in Pool Play. Home team in elimination and championship games will be the higher seed. Should both teams have the same seed, home team will be determined by a coin toss.
- 2.14.** Home team is responsible for an official scorekeeper.
- 2.15.** At the conclusion of the game, both head coaches and the umpire must sign the score card. The umpire will be responsible for turning in the scorecard at the conclusion of each game.
- 2.16.** Each team is responsible for cleaning up their dugout after each game.
- 2.17.** Team managers must have control of their players, coaches, and spectators at all times, on and off the field of play.
- 2.18.** PROTESTS: ALL UMPIRE CALLS WILL BE FINAL! GAME PROTESTS WILL NOT BE CONSIDERED!
- 2.19.** Arguments or out-of-hand managers, coaches, or fans will be cause for the ejection of the team manager from the tournament. Failure of any person to control their behavior may result in a game forfeit at the discretion of the umpire.
- 2.20.** Teams are responsible for their conduct as well as their fans on and off the field during the tournament. Improper conduct during the tournament may result in disqualification from the tournament. Any manager, coach, player, or fan asked to leave a game shall do so immediately and may not return for the remainder of that game. All ejections will be reviewed by the Tournament Director and the Executive Board and the Board may impose a stricter penalty should the situation warrant. Up to and including ejection from the rest of the tournament.

If a manager, coach, player, or fan is ejected from a second game during the tournament, they shall do so immediately and may not return for the remainder of the tournament.

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2.21. Bracket seeding shall be determined as follows:

1. Win/Loss Record
2. Head to Head (if more than two teams are tied the seeding will be determined by run differential)
3. Run differential (maximum run differential per game is 7 runs)
4. Least runs allowed
5. Most runs scored
6. Coin Toss
 - a. **Home team will be the highest-seeded team from pool play. In the event that two teams are playing with same seed, team listed on top of bracket takes third base dugout, and home team will be decided by coin toss.**

2.22. Bases are 60 feet for all divisions.

2.23. In all divisions a courtesy runner will be allowed for the pitcher and catcher. The last out will be used as the courtesy runner.

3. Special Rules for 8U:

- 3.1. Teams will field ten (10) players.
- 3.2. No dropped 3rd strike.
- 3.3. No infield fly rule.
- 3.4. Stealing: A runner may only steal one base per pitch. A runner at 3rd base cannot steal home. A walk is considered an award to first base; a player may not steal second on this play. A play at another base does not release a runner.
- 3.5. Pitching distance is 30' and bases are 60'.
- 3.6. There will no coach pitching. Balls and strikes will be called.

4. Special Rules for 10U:

- 4.1. Teams will field nine (9) players.
- 4.2. Pitching distance is 35' and bases are 60'.
- 4.3. Drop third strike, hot home plate and infield fly rule will be in effect.

5. Special Rules for 12U/14U:

- 5.1. Pitching distance is 40' and bases are 60'.
- 5.2. Drop third strike, hot home plate and infield fly rule will be in effect.