



**Chino Hills Girls Softball**  
**2022 6th Annual Danny Wechsler Classic**  
**Tournament Rules**

1) Park Location

- a) Chino Hills Community Park  
3280 Eucalyptus Ave.  
Chino Hills, CA 91709

2) Check In Procedures

- a) A team rep must check-in prior to one hour to the start of your first game.
- b) Check in at the tournament tent located between Fields 1 and 3.
- c) USA Softball verified roster will be accepted for check in.
  - i) If you don't have this roster, you must provide your own roster with numbers and birthdays, birth certificates, and cards for all players.

3) General Rules

- a) Game time is forfeit time.
- b) USA Softball rules govern all play.
- c) USA Softball code of conduct will be enforced.
- d) Team listed on top will take first base dugout unless their opponent is already occupying that dugout from the previous game.
- e) In pool play, the top team listed in Tourney Machine will be away. Bottom team is home. Home team will provide an official scorekeeper. If one is not provided, the away team will be the official scorekeeper.
- f) In bracket play, the team with the better finish in pool play will get to **choose** home/away. Home team is the official scorekeeper.
  - i) In the event of a tie, a coin flip will determine home/away.
- g) No protests. All umpire decisions are final.
- h) It is your responsibility to be up to date with the tournament pool play and bracket schedule. There will be elimination games being played on Saturday afternoon/evening. Tournament results can be followed in real time on Tourney Machine (<https://tourneymachine.com/R103292>).

- i) Tie Breaker Format:
  - i) Head to head record, runs allowed, run differential, coin flip.

**4) See separate page at end of this document for 6U Rules/Modifications.**

5) 8U Rule Modifications

- a) Home plate is closed.
- b) No infield fly rule.
- c) 4 outfielders may be played on defense. Outfielders must be on the grass when the ball is pitched.
- d) 5 run limit per half inning in pool play only. All elimination games will have no run limits.
- e) Pitchers must have control of the ball in the circle for play to stop.
- f) Runners may steal one base per pitch.
- g) A batter who walks is allowed to take first only.
- h) Teams must bat all of their players in every game throughout the tournament (round robin).

6) 10U/12U

- a) Infield fly rule is in effect.
- b) Batter may run on dropped third strike.
- c) For 10U, 5 run limit per half inning in pool play. Unlimited runs in elimination games.
- d) For 12U, no run limit throughout bracket play and pool play.
- e) Home plate is open.
- f) Round Robin batting (bat all players) in pool play only.
- g) In elimination games, managers can choose any one of the five USA Softball approved options for batting lineups listed below. You must notify the umpire of your choice at the home plate meeting.
  - i) Round Robin
  - ii) Standard USA Softball bat 9
  - iii) DP/Flex
  - iv) EP (extra player)
  - v) DP/Flex + EP

7) USA Softball Run Ahead Rule

- a) 15 runs after 3 innings
- b) 12 runs after 4 innings
- c) 8 runs after 5 innings

8) Courtesy Runners

- a) May be used for the pitcher and catcher with two outs only. Only used in pool play.
- b) Courtesy runner will be the last out during pool play (round robin batting order).
- c) For Standard USA SOFTBALL 9 batter line up rule with, or without a DP/FLEX, USA SOFTBALL courtesy runner rule applies. Only a substitute not yet in the game may serve as a courtesy runner for the pitcher or catcher position. Once the substitute player is entered in the game legally on offense or defense, by rule she may no longer serve in capacity as a CR for the remainder of the game. Clarification: The same CR may not run for both the pitcher and the catcher at any time during the game.

9) Game Lengths (8U/10U/12U ONLY)

- a) 1:15 drop dead in pool play
  - i) If the visiting team is at bat, the score will revert back to the last completed inning.
  - ii) If the home team is at bat, time expires, and they are losing the game, the score shall revert to the last completed inning.
  - iii) If the home team is at bat and time expires, and the home team has tied up the game in that half inning, the score shall stand and will not revert back.
  - iv) If the home team is up to bat as time expires and the visiting team has tied up the game in the previous half inning, the score will revert back to the last completed inning.
  - v) If the home team is up to bat and is leading, the score shall stand and will not revert back.
  - vi) Ties will stand in pool play.
  - vii) A batter will finish the at bat once time has expired.
- b) 1:15 no new inning in elimination games
  - i) International tie breaker will be used in all elimination games.
- c) Championship games
  - i) 8U/10U - 1:30 no new inning or 6 innings
  - ii) 12U - 1:30 no new inning or 7 innings
  - iii) 6U - 1:10 no new inning or 5 innings

#### 10) Game Balls

- a) All game balls will be provided by the tournament and will be USA Softball approved.

#### 11) Player/Coach/Fan Restrictions

- a) NO ALCOHOL will be allowed on the premises during the tournament.
  - i) Violators will be asked to leave the park and may not return for the duration of the tournament.
- b) Harassment of tournament or umpiring officials will not be tolerated.
  - i) Violators may be asked to leave the park and may not return for the duration of the tournament.
- c) Noise makers are prohibited at the field. This includes but not limited to bells, whistles, air horns, etc.
  - i) Walk up music will be allowed.
  - ii) Regular music, at a respectable noise level, will be allowed.
  - iii) Music with vulgar language will not be allowed.
  - iv) Umpire reserves all rights to modify these rules as they see fit.

***6U specific rules/modification are on the next page below***



## 6U Specific Rules/Modifications

- 1) Game time is forfeit time.
  - a) A team must have a minimum of 8 players to be eligible to play. If not, the game may be played but that team will forfeit.
- 2) USA Softball rules govern all play.
- 3) No protests. Umpire decisions are final.
- 4) Pool Play games will be 1:00 drop dead.
  - a) If the visiting team is at bat, the score will revert back to the last completed inning.
  - b) If the home team is at bat, time expires, and they are losing the game, the score shall revert to the last completed inning.
  - c) If the home team is at bat and time expires, and the home team has tied up the game in that half inning, the score shall stand and will not revert back.
  - d) If the home team is up to bat as time expires and the visiting team has tied up the game in the previous half inning, the score will revert back to the last completed inning.
  - e) If the home team is up to bat and is leading, the score shall stand and will not revert back.
  - f) Ties will stand in pool play.
  - g) A batter will finish the at bat once time has expired.
- 5) Bracket games will be 1:00 no new inning or 5 innings, whichever comes first.
  - a) Must have a winner.
  - b) No ties.
  - c) No international tie breaker.
- 6) Pool Play Home and Away
  - a) Team listed on top during pool play will be away and occupy first base dugout
  - b) Team listed on bottom during pool play will be home and occupy third base dugout

- c) If a team has already occupied a dugout due to being there in the previous game, they will retain that dugout.
  - d) Home team will be the official scorekeeper. If one isn't provided, the away team will be the official book.
- 7) Bracket Play Home and Away
- a) Higher finishing team in pool play will occupy the third base dugout and CHOOSE home/away.
  - b) In the event of a tie, the team on bottom of the bracket will occupy third base dugout and there will be a coin flip that determines home/away.
  - c) Home team will be the official scorekeeper. If one isn't provided, the away team will be the official book.
- 8) 5 runs maximum per half inning, regardless of score.
- 9) Must bat all of your players (round robin style).
- 10) Coach pitching distance is 30 feet from home plate. Coach must have one foot on the pitching rubber/chalked line when pitching the ball.
- 11) A batter will receive 4 pitches from the coach.
- a) If the batter fails to put the ball in play, the batter is out.
  - b) The batter can't strike out on a foul ball. The batter will receive additional pitches if foul balls occur.
  - c) No tee is allowed
- 12) Runners may not leave the base until the ball is hit. Doing so will result in an out.
- 13) When the ball is in play, the coach must make a valid attempt to get out of the way of the ball and/or the defensive players.
- a) If an attempt is not made, the batter will be called out.
  - b) This is a judgment call by the umpire.
- 14) A batted ball that strikes the coach is a dead ball. The pitch will not count and the at bat will continue.
- 15) The pitching coach can't coach any baserunners once the ball is put into play.
- a) Doing so will result in the batter being out.
- 16) There will be an arc in front of home plate. Batted balls must be hit beyond this arc to be fair. A ball that doesn't exceed this arc will be foul.
- a) If there is no arc that is marked, the umpire will make a judgment call to determine fair/foul balls.
- 17) Two coaches are allowed in the outfield while their team is on defense.
- 18) The defensive pitcher must have at least one foot in the circle during each pitch.
- 19) The batter and runners can advance without limit on overthrown balls to first base (no overthrow rule).
- 20) 10 defensive players are allowed
- a) 6 infielders including a pitcher and catcher.
  - b) 4 outfielders must be used
    - i) Outfielders must be on the grass for each pitch
    - ii) If a team has less than 10 players, less than four outfielders may be used.
- 21) All runners can advance without limits on any ball put into play.
- a) The play is considered dead when the ball breaks the plane of the circle:
    - i) At this point, the umpire will determine the location of all active runners.
      - (1) Any runner at or beyond the halfway marks between bases will be awarded the base they are advancing to.
      - (2) Any runner that has not advanced to or beyond the halfway marks between bases will be returned to the previous base occupied.

(3) If no halfway marks are present, the umpire will use judgment to determine runner positions.

(4) Lead runner status always overrules trailing runner status.

- ii) A batted ball through the circle isn't considered dead until the ball is returned to the circle and breaks the plane.
  - iii) If a pitcher fields a batted ball in the circle and decides to not make a play at any base, the ball will be considered dead and all runners will be allowed to advance one base.
  - iv) If a pitcher fields a batted ball in the circle and throws the ball, the ball must be returned and break the plane of the circle for the play to be considered dead.
  - v) If a pitcher fields a batted ball in the circle and decides to run out of the circle with possession of the ball, the play will not be considered dead until the ball has been returned and breaks the plane of the circle.
- b) If the ball DOES NOT break the plane of the circle, the play will be considered live until the ball does break the plane of the circle.
- i) Attempts to break the plane of the circle do not constitute a dead ball!