



2022 Old Town Shootout Tournament Rules

USA RULES

Current year USA Softball rules will be in effect and will take precedence with the following additions and/or exceptions.

CHECK-IN

- Check in at the registration desk at least 60 minutes prior to your first game.
- Bring your completed roster and proof of insurance along with USA picture cards for every player.
- In lieu of picture USA cards, the following must be presented: Copy of birth certificate (proof of age), color photo of every player AND non-picture USA card. Rosters are limited to fourteen (14) players.
- No player may be added after the start of the first game.

MANAGING, COACHING, TEAM PARENT

- Only four (4) USA registered adults may be present in the dugout/on the field, during games.
- Manager, coaches, and Team Parent names and USA membership ID numbers must be on the team roster and they must present their USA cards (non-picture or picture) at time of team check in.
- All managing and coaching must come from inside the dugout while on defense, and from the coaches' boxes while on offense. These adults are not to mingle with spectators and are expected to remain with the team for the duration of the game.
- There shall be no coaching from outside the field of play (behind the back stop or along the outside periphery/fence line of the field during any game).
- A Team Parent will be allowed in the dugout area to help organize the team as needed. Team Parent is not allowed to coach or manage the team.
- To relay signals to his catcher, a coach may use a bucket just outside the dugout opening.

DIVISION RULES

8U Division Only

- Four outfielders allowed. Must remain at least 10 feet behind base paths or on the outfield grass until ball is hit.
- 5 runs per inning. Open inning after 3 complete innings.
- Walks allowed.
- No dropped third strike.
- No infield fly rule.
- Base Stealing - Only one base is allowed per pitch. No stealing home.
- Home Plate is "Frozen". A player may only advance home on a batted ball or an award.
- Pitcher must control ball in circle after a play.
- Must use bat-around lineup in all games (Round Robin) with free substitution.
- During pool play, there will be no penalty if a player cannot bat, except ejection (out every at bat).
- During bracket play, a player who cannot bat, for any reason, shall be called out the first time only and removed for the remainder of the game, except ejection (out every at bat).
- Should any runner become injured, a courtesy runner may be allowed for the injured player (last out).

10U/12U/14U Division

- 10U- 5 runs per inning. 12U/14U- 6 runs per inning. Open inning after 3 complete innings (Pool and Bracket play only).
- No run limit during championship game.
- During Pool play, teams must use bat-around lineup (Round Robin) with free substitution. There will be no penalty if a player cannot bat, except ejection (out every at bat). Courtesy runners for pitcher/catcher (of record) shall be the last out, if using Round Robin. If no out in the game, then the last batter in the lineup shall run. Should any runner become injured when bat-around is used, a courtesy runner may be allowed for the injured player (last out) and the injured player must be removed for the remainder of the game with no penalty out.
- During Bracket play, teams may use bat-around (Round Robin), straight nine, DP/Flex and/or EP. If a player cannot bat, for any reason, the player shall be called out the first time only and must be removed for the remainder of the game. EXCEPTION: If no substitute is available for an ejected player, an out shall be recorded each subsequent at bat.
- When using straight nine, DP/Flex and/or EP, USA Softball rules will apply for substitutions and courtesy runners.



TIME LIMITS

Pool Play

Drop dead of one hour and twenty minutes (1:20), or seven (7) innings for 10U, 12U, 14U and six (6) innings for 8U, whichever comes first. If the home team is ahead at 1:20, the game is over. Pool games may end in a tie. In all drop-dead instances: 1) If home team is ahead, then the score stands. 2) If home team has tied the game in their half inning, the tie score stands. 3) If home team is behind or visiting team has tied the game in their half inning, the score reverts back to the previous inning.

Bracket Play

No new inning will start after one hour and twenty minutes (1:20); the international tie-breaker will be in effect after the time limit has been reached or 7 innings (6 innings for 8U).

Championship Game

6 innings for 8U; 7 innings for 10U, 12U and 14U or no new inning will start after one hour and forty five minutes (1:45). The international tie-breaker will be in effect after the above inning limit has been reached.

DUGOUTS

Teams playing back-to-back games will remain in their respective dugout throughout the tournament.

Pool Play

Team listed first will occupy 3rd base dugout. Home Team decided by coin toss.

Bracket Play

Top team bracketed (higher seed) will occupy the 3rd base dugout and will be home team during bracket play. If teams finished with the same seeding (example 2nd A vs. 2nd B), home team will be determined by coin toss.

Championship Game

Team listed on top of bracket will occupy the 3rd base dugout. The higher seed will be the home team. If teams finished with the same seeding (example 2nd A vs. 2nd B), home team will be determined by coin toss.

SCOREKEEPING

- Each team will need to provide an official scorekeeper. Home team will be responsible for keeping score on the official score sheet and score card provided. It is recommended that each team utilize their own scorekeepers (same scorekeeper, if possible for each game) and that scores are verified between innings with opposing team and umpire, to avoid controversy.
- Umpire will confer with scorekeeper throughout and at the conclusion of the game. Umpire will record final score, sign the card and turn into info table. Once a card has been signed the score is final.
- Signed scorecard must be turned into a TVGSA volunteer or board member at the info table (located in the registration/check in area) within 15 minutes after game completion.

Please make sure team scores are recorded correctly. Once the official score card has been recorded it cannot be changed. Placement of teams is based on score card information. Accurate information will need to be verified by both teams and umpire before score card is turned in at registration/check-in location.

PLAYER ATTIRE

- No exposed jewelry (earrings, bracelets, necklaces, rings, watches, etc.) or metal hair clips shall be worn during games.
- Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible. Please alert umpire if this situation exists.

PLAYING EQUIPMENT

- No metal cleats (8U, 10U, 12U). 14U only may wear metal cleats.
- All bats must be ASA approved and bear the official ASA markings and may be subject to inspection and approval by the umpire.
- Helmets must meet and bear the NOCSAE stamp with face guard and may be subject to inspection by the umpire. Helmets that show any visible damage shall not be used.



FORFEITURE

Any team not ready to play at scheduled game time shall lose by forfeit (declared by assigned Umpire), which results in a 7-0 loss; 6-0 loss for 8U.

Exception: Teams playing back to back games at different field locations will be afforded a reasonable grace period to get to the next game.

RUN AHEAD “MERCY” RULE

“Mercy Rule” will be in effect in all games, for all divisions (Pool and Bracket Play Only)

15 after three innings, 12 after four innings or 8 after five innings

POOL TIEBREAKERS IN THE FOLLOWING ORDER

Any pool play game may end in a tie and the score recorded as such. After all teams have played, the following will be used for any tiebreaks: Win/Loss record, head to head, fewest runs allowed, total runs scored, run differential, then by coin toss. The coin toss will be overseen by the Tournament Director, Tournament UIC or a TVGSA Board Member at the field. The winner of the coin toss may not choose; they are the higher seed by virtue of winning the coin toss.

PROTESTS

There are no protests allowed. The umpire on the field has the final call in all situations.

MANAGER, COACH, & CROWD ETIQUETTE

- Managers and coaches are responsible for their team, staff, and fans, both on and off the field throughout the tournament.
- No music play devices are allowed between innings. Batter walk up music is allowed, but please be considerate to not have it run longer than a few seconds. If we get complaints about music, we may consider prohibiting it tournament wide.
- Unruly behavior, vandalism, destruction of property or similar activities will not be tolerated.
- Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament.
- **NO ALCOHOLIC beverages** of any kind allowed on the premises or in the parking lots.
- All Temecula parks are a smoke free environment and there is no smoking/vaping allowed in any park area, snack bar, ball field or bathroom.

ZERO TOLERANCE

Anyone ejected from a game will be asked to leave the premises for the remainder of the game. The ejected party must meet with a tournament official prior to returning to the park. A second ejection during the tournament will result in removal of that person for the remainder of the tournament.

LOST & FOUND/LIABILITY DISCLAIMER

Any items left behind on or around the fields will be brought to the snack bar or check in area for claiming. Temecula Valley Girls Softball Assoc. and City of Temecula are not responsible for any lost items and are not liable for any damage to vehicles that may occur by foul balls or equipment that may leave the field of play on occasion. You park at your own risk.

FIELD LOCATIONS

- Patricia Birdsall Sports Park – 32380 Deer Hollow Way, Temecula 92590
- Paloma Del Sol Park – 32099 De Portola Rd, Temecula 92592
- Temeku Hills Park – 31367 La Serena Way, Temecula 92591

TOURNAMENT UPDATES

All scores, schedules and tournament updates will be posted through Tourney Machine.

TOURNAMENT CONTACTS

- Tournament Director: Marc Luker, 951-415-4000
- League President: Gary Lane, 619-804-4865
- Umpire in Chief: Ken Woodall, 951-966-7650