



## **2022 Ventura Breeze Tournament Rules**

### **General**

- USA Softball rules will apply in all divisions except as modified by these tournament rules.
- All teams must be league or All-Star teams made up from league teams. No travel ball or club teams will be permitted.
- Artificial noisemakers of any type are not allowed during games.

### **Check-In**

- Signed rosters must be turned in at the check-in table no later than one hour prior to a team's first scheduled game. Check-in no later than one hour prior to a team's first scheduled game. Check-in will be available at either Camino Real Park, Ventura College, Buena High School or Ventura Community Park.
- Team rosters become frozen at check in time. Players can only be on one roster of one team.
- USA Softball rosters required. Teams may provide a roster, photo, USA softball card and birth certificates in lieu of a USA softball roster.
- Proof of Insurance from your league must be presented at the time of check-in.
- Age is determined as of December 31<sup>st</sup>, 2021.

### **Conduct**

- Umpires and or tournament officials shall have complete authority to eject coaches, players, or spectators for abusive language or other acts that are contrary to the objective and purpose of USA Softball.
- Any Manager, Coach, or Player ejected from a game shall remain ejected for the remainder of the game and must sit out the next game. Upon ejection, the individual must leave the field (out of sight and sound).

### **The Game**

1. No more than 4 adults will be allowed in the dugout during the game.
2. Tournament will be 2 game pool play followed by single elimination bracket play for a 3-game minimum.
3. The home team for Pool Play game will be determined by coin toss prior to the start of the game. The 3<sup>rd</sup> base dugout will be occupied by the team listed second on the schedule. In case of a double header, the new team will occupy the open dugout. In bracket play the higher seed will occupy the 3<sup>rd</sup> base dugout and be the home team. In the championship games, the home team will be determined by coin toss.
4. The home team must provide the official scorekeeper.
5. The tournament will provide the following game balls.
  - 6U/8U 10" Rawlings Rif 1
  - 10U Rawlings Rif 10
  - 12U/14U Rawlings Dream Seam
6. No infield practice will be allowed Before Games.
7. Game forfeiture time is 5 minutes after the official start time.
8. Copies of lineups must be given to the umpire, the opposing team and the scorekeeper. Lineups will list the starting players in the order in which they bat. You will need to list substitutes on the bottom of the lineup card for the semi-final and championship game(s).
9. USA softball re-entry rules apply with one exception: if an injury occurs and no one is left to re-enter, a player may re-enter to replace the injured player for defense only. Her turn in the batting order will be skipped without penalty.
10. Run limit in all games is five (5) runs per inning for innings 1-3 and open thereafter. No run limit for 8U/10U/12U/14U divisions in the Championship games.
11. USA Softball Mercy rule is in effect for all games: 15 after 3; 12 after 4; 8 after 5.
12. During Pool Play all divisions will bat ROUND ROBIN. Prior to the start of the game, a lineup must list all players present at the time the lineup is presented to the umpire, no substitutions can be listed. Players arriving late may not be added to the lineup. While batting round robin the curtesy runner for the pitcher and catcher will be the last recorded out in the current inning. If no outs have been recorded the last out from the previous inning shall be used.
13. Pool Play tie breaker criteria:
  - Head to Head results
  - Fewest total runs allowed
  - Most runs scored
  - Coin toss
14. During bracket games, teams use 9 players (exception 6U and 8U divisions). The DP/FLEX may be used. The 6U and 8U divisions will continue to bat round robin and use 10 defensive players for all games.

15. Pool Play will be 1 hour and 20 minutes (1:20) drop dead (revert back to previous completed inning unless the home team ties or goes ahead when play is stopped). Bracket games will be no new inning after 1 hour and 20 minutes (1:20) with no Drop Dead time limit. In bracket games, the International Tie Breaker will be used to break ties after the time limits have elapsed (last batter to make an out in previous inning is runner on 2<sup>nd</sup> no outs).
16. Championship games are 7 innings in 10U, 12U, and 14U, and 6 innings in 8U or 1 hour 20 minutes (1:20) no new. If at the conclusion of 7 innings (or 6 innings for 8U) or the time limit the game is tied, then International Tie Breaker will be used. There is no run limit in International Tie Breaker. There is no run limit for 8U/10U/12U/14U divisions in the Championship games.
17. Curtesy runners are allowed for the pitcher and catcher of record if the team is batting 9 or round robin. If batting 9, USA Softball rules apply. If bating Round Robin, the last out of record is eligible to be the curtesy runner.
18. Awards will be given for Champions and the Runner up for each division.
19. Bases will be 60' for all divisions. Pitching Distance will be as follows:
  - 8U 30'
  - 10U 35'
  - 12U 40'
  - 14U 43'
20. All protests shall be settled immediately at the time of protest. Play shall be stopped and the UIC or the on-site league board member will rule on protest. Their decision is final.
21. Managers from both teams will need to initial score card from umpire at the conclusion of each game. Umpire will turn in the scores to the Tourney site director (check-in table) to update brackets.
22. Pool Play games may end in a tie.
  - a. If the visiting team is up to bat at the time the game is called, the score shall revert back to the last completed inning
  - b. If the home team is up to bat at the time the game is called (and 3 outs have not been recorded) and they are losing the game, the score shall revert to the last completed inning.
  - c. If the home team is up to bat at the time the game is called (and 3 outs have not been recorded) and the home team has tied the game in that half inning, the score shall stand and will not revert back.

- d. If the home team is up to bat at the time the game is called and the visiting team has tied 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.

23. Rainout policy

- No games Played 100% refund
- 1 game played 50% refund
- 2 games played No Refund

**8U modified Rules:**

1. Max Six inning games, 5 runs per inning. Run limit in all games is five (5) runs per inning for innings 1-3 and open thereafter.
2. Round Robin batting is mandatory unless player is out of the game due to injury. Teams Must bat entire lineup.
3. Defense will consist of 10 players. Tenth player will be an outfield position. Outfields must start 10 feet behind the baseline. No more than 6 players can be positioned in the infields prior to the start of the pitch.
4. Cold home plate. No stealing home.
5. The runner may only steal one base per pitch.
6. Third base is frozen. Runners can only score on a hit ball, or if a runner is forced home on a walk, hit batter or illegal pitch.
7. Runners cannot advance past first base on a walk until the next pitch.
8. Pitching: called balls and strikes, NO coach pitch.
9. Courtesy runners (last recorded out) will be allowed for the pitcher and catcher only.

**6U modified Rules:**

1. All Pool Play and Elimination games are 5 innings or no new at 1 hour and 5 minutes (1:05) and drop dead at 1 hour and 15 minutes (1:15). A batter in the box when time expires will be allowed to finish her at bat. The score will NOT revert back to the previous inning. Ties will stand.
2. Single elimination and Championship Games: International Tie Breaker rules will be used thereafter until a winner is determined.
3. Seeding will be based:
  - Wins/Losses
  - Head to head results
  - Fewest total runs allowed
  - Most runs scored
  - Coin toss

**Offensive Rules:**

1. Round Robin batting order must be used in the 6U division. Every player must bat.
2. Each batter receives 3 coach pitches (batter continues with coach pitch if hitting foul balls) from a coach and the TWO swings (in Pool Play) or ONE swing (in bracket play) off the tee to put a ball in play. If the ball is not put in play off the tee, the batter is out.
3. There will be a 10-foot arc in front of home plate extending from the first baseline to third base line. A hit ball that does not pass this line is considered a foul ball.
4. Base runners cannot steal and cannot leave their base until after the ball is hit. A runner can only advance to home on a ball put in play. If a runner is off the base when the ball is hit, the ball is dead, the runner returns to the base and the batter bats again.
5. For any ball hit in play, the play will be stopped, and dead ball called when the ball is thrown to the pitcher. The pitcher and the ball must be in the circle at the same time for the ball to be declared dead. If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle they can advance to the next base, otherwise they will return to their last base safely. Once the ball is declared "dead", it cannot be made "alive" again.
6. Runners will advance one (1) base on an overthrow into foul territory.
7. The Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.

**Defensive Rules:**

1. There is no dropped 3<sup>rd</sup> strike and no infield fly rule.
2. No more than 10 players will be allowed on the field at one time.
3. With 10 players on the field, there will be 4 outfielders.
4. All outfielders must be standing in the outfield or at least 10 feet behind the base line at the beginning of each play.
5. Two coaches are allowed in the outfield when their team takes the field.