



Carlsbad Seabreeze Tournament Rules

Current USA Softball Official Rules will be in effect unless otherwise stipulated.

Team managers must have control of their players, coaches, and team followers at all times, on and off the field (see Manager Code of Conduct). Teams failing to follow the rules listed below may face disqualification from the tournament.

A. CHECK-IN/REGISTRATION

1. All teams must check-in at the registration area at the location of your first game at least one hour prior to your first game. Each team must present a completed roster, proof of insurance, proof of age, and an individual photo for all players. Proof of age can be a USA Softball Player ID card or birth certificate.
2. All teams must be registered with USA Softball as a Recreational "B" or "C" All Star team.
3. All Managers must sign the Manager Code of Conduct form before starting play.
4. Rosters are limited to 15 players. No player can be added after check-in.
5. A player may not be on the roster of more than one team.
6. Maximum of (4) adults in the dugout.
7. No music before 8:00am.
8. No RV parking allowed at any of the locations.
9. No Dogs allowed at any of the Parks or Fields.
10. Tournament Director may modify the schedule due to any unforeseen circumstances.
11. No Travel Ball Players. Any team found to have a travel ball player on their team (as defined by USA Softball SoCal rules) will forfeit their games and entry fee

B. GAME PLAY

1. Game time is forfeit time. Forfeit score is 7-0. It is the responsibility of the Team Manager to check the boards for possible game time or field changes. The Tournament Director may make an exception for teams required to change fields.
2. 8U: All games are a maximum of 6 innings. No new inning may start after 1 hour and 15 minutes. Exception: Championship games are 1 hour and 15 minutes at which time teams will finish the current inning and play 1 additional inning. There is no drop-dead time. Mercy Rules and Max runs per inning are in effect. Maximum 6 innings or international tie breaker, if necessary.
3. 10U/12U/14U: All games are a maximum of 6 innings. No new inning may start after 1 hour and 20 minutes. Exception: Championship games are 1 hour and 20 minutes at which time teams will finish the current inning and play 1 additional inning. There is no drop-dead time. Mercy Rules and Max runs per inning are in effect. Maximum 6 innings or international tie breaker, if necessary.
4. Any time after no new inning is called, if the winner of the game is certain (meaning, it is impossible for one team to win or tie, due to per-inning run limits, or if the home team is ahead and at-bat), the game will end immediately. If the home team, the score stands. If the visiting team is ahead, the score shall revert back to the last completed inning.
5. During pool play, games may end in a tie. In bracket play, the "international tie breaker"

rule will take effect.

6. Mercy Rule: For all games, the game will be over if a team is ahead by 15 runs after 3 innings, 12 runs after 4 innings, or 8 runs after 5 innings.

C. GROUND RULES

1. No practice on the infield dirt. Teams may warm up between the foul line & fence.
2. In Pool play, the team listed first shall occupy the first base dugout & warm up in the available right field space. The team listed second will warm up in the available left field space. In bracket play, the higher seed shall occupy the first base dugout (in case of same seed, e.g. #2 in Pool A playing #2 in Pool B, the team listed first, or on top, takes the first base dugout). The tiebreakers described under Bracket Seeding are not used to determine dugouts. The only exception will be for teams playing consecutive games on the same field, in which case they will not be asked to change dugouts.
3. In pool play, Home team is decided by a coin toss. In bracket play, the higher seed shall be Home team. If teams have equal seeds (e.g. #2 in Pool A playing #2 in Pool B) a coin toss will be used to determine Home team. The tiebreakers described under Bracket Seeding are not used to determine Home Team.
4. Home team will be responsible for the official scorekeeper. The official scorekeeper is not allowed to announce "out of order" batters.
5. Each team is responsible for cleaning the dugout thoroughly after each game.
6. Game balls will be provided by CSA.
7. CSA will provide the official scoreboard. The official scorecard must be signed by the Umpire and both managers.
8. Trophies/Rings: Championship and Runner-up trophies/rings will be presented to all age divisions (based on number of players on roster).
9. "Player of the Game" Recognition: Each team will receive four medals, two for each pool game. One medal should be awarded to the Defense Payer of the Game, and the other should be awarded to the Offensive Player of the Game. These are to be awarded to a deserving player on the opposing team at the end of each pool play game. (No extra medals will be available)
10. No artificial noisemakers allowed.
11. No alcoholic beverages in the field or parking areas (including any off-site parking locations). Smoking is not allowed at any playing field.
12. No BBQs allowed at any location, including any designated off-site parking areas.
13. Metal cleats are permitted in the 14U division only. Metal cleats are not permitted in any other division.
14. Team managers are responsible for the conduct of their players, coaches and team followers, on and off the field and during the tournament. Improper conduct during the games, on the park complexes, or at local facilities may result in disqualification from the tournament. Any manager, coach, player, or spectator asked to leave the game shall do so immediately.
15. There are no protests. The home plate umpire on the field shall have the final call.

D. BATTING REQUIREMENTS

1. Pool Play. Bat around must be used in all pool play games, and in **all 8U bracket games**.

2. Bracket Play. Line-up Options (10U, 12U, 14U):
- a. Option 1 - Straight nine: Those nine players can play any position on defense.
 - b. Option 2 - DP/Flex: 10 players are listed on the line-up, but only 9 bats. The DP can bat for any player that you designate prior to the start of the game. That player is designated as the Flex and must be listed in the 10th spot on the lineup card.
 - c. Option 3 - EP: This gives you the option to bat 10 players and any 9 can play defense. This player can be placed anywhere in the lineup.
 - d. Option 4 - DP/Flex and the EP: This allows you to have 11 players listed in the lineup. Only 10 will bat any 9 of these players can play defensively, but the Flex must always play defense. The Flex must be listed in the 11th spot on the lineup card.
 - e. Option 5 - Batting the entire roster: Everyone on the roster bats and any nine play defense. **If a team uses bat around:**
 - i. They must declare their intention to bat around and list all players present.
 - ii. They will be allowed free defensive substitutions.
 - iii. Courtesy runners are allowed for the pitcher and the catcher. The courtesy runner must be the player who made the last recorded out. If two runners are necessary in the same inning (one for the pitcher and one for the catcher), the courtesy runners must be the two players making the last two recorded outs.
 - iv. Players leaving the game for any reason other than ejection will result in an out being declared for that player's next at bat only (in bracket play only – no penalty in pool play). That player is not eligible for re-entry into the game. **EXCEPTION:** Blood Rule.
 - v. Late arrivals must be added to the bottom of the lineup.
 - vi. A batter-runner or runner injured on a play may be replaced on base by the player making the last out. The batter-runner or runner who was replaced must be removed from the game.

E. BRACKET SEEDING

1. All teams will advance to the single elimination bracket play.

For **THREE** team pools, seeding is based on Tourney Machine Algorithm.

- a. Wins-Losses (Tie equals ½ win, ½ loss)
- b. Head-to-Head
- c. Fewest Runs Allowed
- d. Most Runs Scored
- e. Coin Toss – the coin flip will be overseen by the Tournament Director or an Executive Board Member, and representatives from each team (if possible).

2. For **FOUR** team pools:
 - a. The first game is to determine who advances to the winner/winner game and the loser/loser game. The Teams playing in the winner/winner game are playing for the #1 and #2 seeds. The Teams playing in the loser/loser game are playing for the #3 and #4 seeds. Games cannot end in a tie. ITB will be used if tied after time expires.

F. SPECIAL RULES FOR 8U

1. Balls: 10-inch Rawlings RIF 1.
2. Pitching distance is 30 feet.
3. Run Limit: 4 run limit per inning, in all games (no open inning).
4. Stealing is limited to one base per pitch & batter may not steal directly to second base on a walk. Home plate is FROZEN. Advancing to home is only permitted on a batted ball, if forced home via a walk or HBP, or if awarded by the umpire.
5. On a batted ball, all USA softball rules apply (including advancing home on balls thrown into dead ball areas).
6. No dropped third strike or infield fly rule.
7. You must bat your entire roster. No DP/Flex.
8. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has ended. A runner occupying an illegal base cannot be tagged out. A runner not occupying a base can be tagged out.
9. No more than 10 players may play defense at one time.
10. A maximum 6 players (including the pitcher and catcher) may play infield. Everyone else is an outfielder. Outfielders must remain on the outfield grass until the pitched ball crosses the plate (including outfielders covering a base in steal situations).

G. SPECIAL RULES FOR 10U

1. Balls: 11-inch Rawlings RIF 10
2. Pitching distance is 35 feet.
3. Run Limit: 5 run limit per inning, in all games (no open inning).

H. SPECIAL RULES FOR 12U

1. Balls: 12-inch Dream Seam.
2. Pitching distance is: 40 feet (12U) or 43 feet (14U).
3. Run Limit: 6 run limit per inning, in all games (no open inning).