



## TGS & IGSA

### 2025 OCFB End of Season Bash Tournament Rules

#### 1. CHECK-IN

- A. Check-in** is roughly one hour before your first game to collect your Player of the Game medals and Player Pins (one for each player) and to notify us of your arrival. Any coach, team parent or designated team representative may check-in. You do NOT need any documentation for check-in. **PLEASE do NOT make us chase you down to give you your medals and pins.**
- B. Player of the Game Medals:** Each team receives **4 PoG** medals at check-in. At the conclusion of each Pool Play game, confer with the coach from the other team to decide who should be the Offensive and Defensive Player of the Game (two from each team). Each coach then gives one PoG medal to the two players on the **OPPOSING** team. Please conduct this ceremony in Center Field so field staff can prep for the next game.
- C. Game Balls:** Each team is required to provide one New Ball for each game up to the first 4 games. Please contact your league about providing you with game balls for the Tournament.
  - i. Approved Balls:**
    - a. **8U:** Rawlings RiF 1 (10") Ball
    - b. **10U:** Rawlings RiF 10 (11") Ball (**ABSOLUTELY NO DREAMSEAMS**)
    - c. **12U:** Rawlings DreamSeam (12") Ball (Leather or Synthetic)
- D.** Coaches may be asked to help with some modest field prep as necessary.
- E.** Rosters are limited to fifteen (15) players. No player may be added after the start of the first game. Unless given affirmative pre-clearance from the Tournament Committee, all players on each team must come from the roster that the team played with during the regular season (no additions/substitutes, player swaps or combining of rosters, unless approved). No travel ball or select players are permitted. Scorebooks and/or GameChanger may be required if there is a roster eligibility issue.
- F. Borrowed Players:** We want to encourage maximum participation. If your team has roster issues, reach out to the Tournament Committee to find a reasonable solution to allow your team to participate. With permission, teams may borrow a player(s) from another Rec team from their own league for a game or set of games from the same or lower division to field a team of 8 or 9 players (as to not forfeit). Roster limit for those games will be 9 players (10U/12U) or 10 players (8U) in that case. These players may only play in the outfield and must bat last in the batting order.
- G.** Fielding an ineligible player will result in forfeiture of games played and possible disqualification from the tournament with loss of registration fee.

## 2. ETIQUETTE AND CODE OF CONDUCT

- A. Managers and head coaches are responsible for the conduct of the players, assistant coaches, parents, and all other persons associated with their team.
- B. **JR. UMPIRES ARE COMPLETELY OFF LIMITS REGARDING ARGUING AND POOR BEHAVIOR!**
- C. Unruly and unsportsmanlike behavior will **NOT** be tolerated.
  - i. This includes, but is not limited to, directing any negative, obscene or offensive comments/gestures to, or ANY shouting or screaming at, an umpire, a player, coach or spectator on the opposing team or tournament official for any reason. Any participant or person in attendance must also refrain from any violence, bullying, or otherwise threatening behavior.
  - ii. All team cheers from the dugout shall be appropriate and considerate of the opponent.
  - iii. Any and all disputes that may arise during a game shall be resolved between the head coaches ***ONLY*** and in consultation with the umpire as necessary. Assistant coaches, players or parents/adults shall ***NEVER*** address any issues with an opposing player, coach or umpire.
  - iv. **Ejections (USA Softball Rule 4; Section 8B):** Umpires and Tournament Officials have the discretion to eject the Head Coach and/or anyone else as warranted. One warning and/or dugout restriction may be issued/imposed but is not necessary prior to an ejection. Any ejection will result in an automatic one-game suspension where the ejected person may not have any contact with the team or umpire and must vacate the vicinity for the remainder of that game and the next game. Ejected participants could be subject to disqualification for the remainder of the tournament at the discretion of the Tournament Committee.
- D. **NO ALCOHOL**
  - i. Convey to your parents that there shall be NO drinking before, during or after the games at the fields or in the parking lot. No Bloody stations, or coolers of beer or something "extra" in a red cup or anything like that. A Tournament or City Official will notify the Head Coach to have the parents comply. After the first warning, the team will be subject to potential forfeit and/or disqualification from the Tournament.
- E. Outside influences affecting game play
  - i. There shall be **NO** yelling any loud or sudden noises that may disrupt a play by an opposing player, coach or spectator. A strike may be called on a batter for intentional distraction of the pitcher or catcher.
  - ii. No artificial noisemakers allowed.

iii. Walk-Up Music/Player Announcements

- a. The use of any “*walk-up*” music, *announcing of the batting line-up* and/or *music in between innings* may be used if done at a *low/appropriate volume, is family friendly in content* and *does not interfere with the game*.
- b. As a reminder, these are “*walk-up*” songs/announcements; **NOT “batter’s box”** music/announcements. **These must be terminated prior to the batter getting into the box and before the pitcher takes their set position.**
- c. Any violation of this rule, as deemed by the umpire, will result in loss of this privilege for the remainder of the game. Further violations could result in more severe punishment, including ejection and possible forfeit.

### 3. GROUND RULES

- A. Playing Rules: USA Softball rules are in effect except as amended below.
- B. Home team will be determined by a **COIN TOSS** at the plate meeting for **EVERY** game.
- C. The team listed first in Pool Play or on the top of the Elimination Bracket shall occupy the third base dugout. Teams playing back-to-back games on the same field may remain in the same dugout.
- D. Each team is responsible for providing their own scorekeeper and scorebook. Digital scoring apps are acceptable. The home team is the official scorekeeper and shall assist the umpire in game administration. Scorekeepers shall exchange lineups with the other scorekeeper (paper or digital).
- E. Any team not ready to play at the scheduled game time shall lose by forfeit (score recorded as 7-0). Exception: Teams playing back-to-back games at different field locations will be afforded a reasonable grace period to get to the next field.
- F. All post-game activities shall take place in center field.
- G. **10U & 12U** teams -- Full pre-game/warm-up batting practice will not be allowed (only soft, limited flight balls allowed for batting in open spaces). Hitting real balls off tee/soft toss into nets is perfectly acceptable. **No Pitching Machines.**
- H. Metal cleats are **NOT** allowed. Players will be asked to change cleats or will be disallowed from participating.
- I. Each team is responsible for cleaning their dugout after each game.
- J. Smoking and/or Vaping are not permitted near the fields.
- K. Alcoholic beverages in any form are prohibited at all fields and in parking lots.
- L. Videotaping/streaming games is allowed from behind home plate in a fixed position. Video equipment from any other areas on/outside/around the field is not allowed if operated by a person. Stand-alone equipment in a stationary position, not operated by/in proximity of a person, shall be allowed. USA Softball **Rules Supplement 11** is in effect for the tournament.
- M. Please DO NOT keep valuables in your car.
- N. Dogs must be on a leash at all facilities in Irvine and Tustin.
- O. Batting cages are prohibited from being used at any time.

- P.** Protests are not allowed during the tournament. All decisions by umpires and tournament officials are final.
- Q.** Material Adverse Change: Should conditions dictate, the Tournament Committee shall have the ability to modify/interpret the structure, schedule and/or rules as necessary. Should weather or other unanticipated events affect the balance of the tournament, refunds will be at the discretion of the Executive Board based on the totality of the circumstances.

#### **4. TOURNAMENT RULES**

- A.** A team must have 8 players to play. Fielding a roster of fewer than 8 players will result in a forfeit and will result in a 7-0 score in the pool play standings. In Elimination the other team will advance. Opposing team may choose to waive this requirement and lend players in order to play the game. Final result of played game **WILL** count.
- B.** Game time will start 1 minute following the conclusion of the Plate Meeting or with the first warm-up pitch, whichever occurs first.
- C.** Illegal Pitches
  - i. Illegal Pitches will be called less strictly and virtually not at all in 8U; but an illegal pitch may still be called if warranted. Minor/Technical breaches that are not egregious in nature and with no significant competitive advantage shall not be called. Other Illegal Pitches (regardless if a one off or continuous) that are egregious, create a situational disparity or a competitive advantage shall be called as necessary.
- D.** Between innings
  - i. Teams will be allowed 5 warm-up pitches or 1 minute (whichever occurs first) in between innings. Umpires may choose to enforce the 20 second rule for pitchers and 10 second rule for batters as they deem necessary and appropriate following the start of the game. Please have the catcher geared up and ready for each inning.
- E.** Thrown Bats
  - i. Teams/Player(s) may be issued one warning regarding thrown bats. Further occurrences may and can result in ejection as deemed necessary by the umpire.

## F. Pool Play Games:

- i. Pool Play games will be **1hr15min “No New Inning - Finish the Inning”**.
- ii. **ALL** Pool Play games may end in a **TIE**.
- iii. Teams will be awarded points based on game outcomes:
  - a. 2 Points = Win
  - b. 1 Point = Tie
  - c. 0 Points = Loss
- iv. **Pool Play End of Game Scenarios (following time expiration):**
  - a. **Visiting Team Leading:** Should the Visiting Team be leading by more than the run limit (i.e., the home team cannot win) during any part of the top half of the inning when/after time expires, the game is over. Finish any batter if time expires mid at-bat. All subsequent runs will count (up to the run limit). All Runs ***COUNT*** that are scored in the Top Half of the inning that causes the game to end..Runs ***DO NOT EVER REVERT!*** In this scenario, the Home Team **WILL NOT BAT**.

### 8U Division (Examples)

| Time Expires During                         | Run Limit | VT Lead | VT Scores | Result               | Final Score |
|---------------------------------------------|-----------|---------|-----------|----------------------|-------------|
| Top 2 <sup>nd</sup> /3 <sup>rd</sup> Inning | 3         | 4-2     | 2 Runs    | Game Over<br>VT Wins | 6-2         |
| Top 4 <sup>th</sup> -6 <sup>th</sup> Inning | 5         | 7-3     | 4 Runs    | Game Over<br>VT Wins | 11-3        |

### 10U/12U Division (Examples)

| Time Expires During                         | Run Limit | VT Lead | VT Scores | Result               | Final Score |
|---------------------------------------------|-----------|---------|-----------|----------------------|-------------|
| Top 2 <sup>nd</sup> /3 <sup>rd</sup> Inning | 4         | 6-4     | 3 Runs    | Game Over<br>VT Wins | 9-4         |
| Top 4 <sup>th</sup> -6 <sup>th</sup> Inning | 6         | 10-5    | 2 Runs    | Game Over<br>VT Wins | 12-5        |

- b. **Home Team Leading:** Should the Home Team lead **at any point after** the conclusion of the top half of the inning and after the expiration time (or in Bottom of Last), the game will be deemed final. In the bottom half of an inning, should the time expiration occur during an at-bat while the Home Team is leading, the game shall end **after the completion of the at-bat (finish the batter)**. All subsequent runs will count (up to the run limit).
1. A “Walk-Off” hit will result in a final score with a one run differential, unless on an over-the-fence HR.
  2. For Example, the game is tied 6-6 with the bases loaded in the bottom of an inning after time has expired. Home team gets a hit (including an “inside-the-park” HR) and more than one runner scores legally and the play ends legally to its conclusion, the final score is 7-6. If an over-the-fence HR ends the game, all runs count should all (batter) runners score legally. The final score would be 10-6.

ii. **Pool Play Tie Breakers:**

- a. **3-team pools:** After all 3 teams have played, the following order will be used to determine seeding:
1. Points
  2. Fewest Total Runs Allowed (RA)
  3. Most Total Runs Scored (RS)
  4. Coin toss: the coin toss shall be overseen by the Tournament Director or an Executive Board Member at the field or by other means acceptable to all parties (including virtually in the absence of coaches being present). The team listed lower on the Pool Play sheet will “call” the toss (or may be assigned “Heads” in the absence of the coaches). The winner of the coin toss may not choose; they will be the higher seed by virtue of winning the coin toss (1 is a higher seed to 2, etc.).
  5. “By Lot”: Should all 3 teams tie and seeding cannot be determined by previous tie breakers, the final tie breaker will be “by lot”. Selection will go in the reverse order of how the teams are listed on the Pool Play sheet. Each team’s seed will be determined by the corresponding number selected

- b. **4-team Pools:** the following tiebreaker rules will determine seeding when teams are tied on points at the conclusion of Pool Play:

1. Points
2. Head-to-head (2-team tie only; if 3 or more teams tied, skip to next TB)
3. Fewest Runs Allowed (RA)
4. Most Runs Scored (RS)
5. Coin Toss (2-teams); By Lot (more than 2 teams)

**F. Elimination Games:**

- i. All Elimination Games will be **1hr15min “No New Inning - Finish the Inning”**.
- ii. All Elimination Games ***MUST*** have a winner. If the game is tied after 1hr15min “No New”, the game will be decided by TBR.
- iii. **Elimination End of Game Scenarios (following time expiration):**
  - a. **Visiting Team Leading:** If the Visiting Team is leading by more than the run limit, the game is over.
  - b. **Home Team Leading:** If the Home Team is ahead at the completion of the top half of the inning or at any point during the bottom half of the inning, the game is over.

**G. Championship games:**

- i. **10U and 12U = 1hr40min “No New Inning”** or six (6) innings, whichever occurs first
- ii. **8U = 1hr30min “No New Inning”** or six (6) innings, whichever occurs first.

**H. USA Softball Tie Breaker Rule (TBR; Rule 5 Section 11)** will be used, if needed, for games ending in a tie following the time expiration:

- i. The player who is scheduled to bat last in that respective half inning (not last out) starts on 2B and play will resume as usual until a winner is determined. That runner may be replaced by a courtesy runner if for the pitcher or catcher of record. The “Sit-Out” Rule (see below) remains in effect for TBR.
- ii. **8U (TBR):** 8U division shall play one inning of regular TBR (player pitch) with three (3) pitch Coach Pitch if appropriate. If a winner cannot be determined after that first extra inning, all subsequent innings will be **COACH PITCH ONLY** (with all restrictions remaining in place – 3 pitches, no stealing; no bunting; etc.).

- I. **Run Ahead Rule:** for all tournament games (including Championship games):

| Inning  | 8U       | 10U/12U |
|---------|----------|---------|
| After 3 | No R-a-R | 12 Runs |
| After 4 | 10 Runs  | 10 Runs |
| After 5 | 6 Runs   | 7 Runs  |

- J. **Round Robin Batting:** In effect for **ALL** games (unlimited defensive substitution subject to Sit-Out rule).
- K. **Sit-Out Rule**
- No player may sit out consecutive innings.
  - No player shall sit a second inning until all players have sat once during the game (players simultaneously sitting a second inning along with the last player(s) sitting their first is acceptable). No player shall sit a third inning until all players have sat twice (or are simultaneously sitting). This excludes the starting pitcher and catcher should they continuously remain at those positions. If the starting pitcher and/or catcher are substituted out of those positions at any point (even during an inning), they will be subject to the “sit-out” rule for the rest of the game (starting with the inning following the substitution) even if they return to those positions at some point.
  - There are no position specific rules (IF/OF requirements).
  - Violation of the substitution and/or batting rules will result in maximum runs allowed for the opposing team within the corresponding inning.
- L. Courtesy runners for the pitcher and catcher of record when batting round robin. The last batted out shall be used.
- M. No attempts to distract the pitcher or catcher will be allowed.
- N. If for any reason a game cannot be completed, the score will revert back to the last completed inning. Any runs scored after the last completed inning will not count as runs against or runs scored. If in Pool Play, a tie score will stand.
- O. For any suspended game, the game will resume at the point where it stopped (score, time, etc.). Players unable to play in the original game will be allowed to be added to the roster at the bottom of the batting order for the resumed game.

- P. **Missing/Late-Arriving Players:** Assuming the required number of players to start, using Round Robin, if a player will be arriving late, they do not have to be listed on the line-up card to start the game. Notify the umpire and opposing coach at the plate meeting that a player will be arriving late. Upon arrival, that player must be inserted into the last batting spot immediately and without delay and will be eligible to play on defense with notification to the umpire and the opponent. This player would then be subject to the “sit-out” rule.
- Q. **Injured Player:** Should a player become injured during the course of a game, skip the injured player’s turn at bat (including during the course of an at bat). No Out shall be recorded and play will continue with the next batter and a fresh count. The Sit-Out rule will also be suspended for that player. If the injured player misses a second at bat, they may not return for the remainder of the game. Again, No Out shall be recorded. Any player injured while as a base runner, that player may be replaced by the last out (similar to the courtesy runner rule for a pitcher or catcher). The purpose of this rule is not meant to be used to circumvent any other rule or to manipulate a team’s lineup.

## 5. RUN LIMITS/PITCHING LIMITS

| Inning                               | Limits |         |
|--------------------------------------|--------|---------|
|                                      | 8U     | 10U/12U |
| <b>1<sup>st</sup>-3<sup>rd</sup></b> | 3 Runs | 4 Runs  |
| <b>4<sup>th</sup>-6<sup>th</sup></b> | 5 Runs | 6 Runs  |
| <b>Pitching Limits</b>               | None   | None    |

## 6. 8U SPECIFIC RULES

- A. Teams will field 10 defensive players. Outfielders must stay 10 feet behind the base line or on the grass outfield until the ball crosses home plate. Infielders must stay 30 feet (no closer than the pitching distance) from home plate until the ball crosses home plate.
- B. Run Limit – three (3) Runs per Inning for the first three (3) Innings and five (5) Runs for all subsequent innings.
- C. No dropped 3rd strike.
- D. No Infield Fly rule.
- E. Two coaches may stand in the OF behind their team and must not interfere with any live ball.
- F. One offensive coach may occupy each coach’s box (1B & 3B – 2 total). No other offensive coaches may be on the field during play and may not interfere with a batter’s at bat.

- G.** Stealing: One base per pitch. A runner can be put out if attempting to steal past one base. Should the runner reach the second stolen base safely, play stops and she will be returned back to the prior base. Home is closed for stealing, but the umpire can award a runner home. A play at another base does not release a runner to steal more than one base per pitch.
- H.** Time will be 'out' when the ball is returned to the pitcher's circle with the intent, based on the umpire's judgment, of returning the ball to the pitcher. The pitcher does not have to be in control of the ball. All runners at that point will immediately return to the previous base or advance to the next base as per USA rules. Any player who does not immediately return to the previous base or advance to the next base will be called out at the umpire's judgement.
- I.** Pitching: The pitching distance is 30 feet.
- J.** The umpire will keep track of balls and strikes.
- K.** **Coach Pitch:** In the event the player pitcher pitches four balls to a batter (or HBP) **with the bases loaded**, an adult coach from the offensive team will enter the game to pitch to their own team.
- i. Coach Pitch rule, as described below, will be used after four (4) balls/HBP **with the bases loaded**.
  - ii. **Batters will be awarded 1B on a base-on-balls.** Pitchers, however, may not walk in any runs.
  - iii. Batters hit by a pitch (while attempting to avoid the pitch) will be awarded 1B, unless the bases are loaded. If the hit batter is unable to advance to first base, a courtesy runner is allowed. The batter does not have to advance to first base for the courtesy runner to take the batter's place on base. If the bases are loaded, strike count reverts to zero (0)
  - iv. After 4 balls with the bases loaded, the strike count on the batter will remain the same and the adult pitcher will continue to pitch until the batter hits the ball in fair territory, strikes out or is called out when the coach pitches a maximum of four (4) pitches **(three (3) pitches in TBR)**.
  - v. If the batter fouls off the last pitch, the at-bat continues until the batter misses the next pitch, fails to swing, or puts the ball in play, whichever occurs first, regardless of the number of pitches she receives.
  - vi. Umpires will not call balls or strikes on coach pitch. Strikes will only be called on coach pitch on a swinging strike or with a foul ball by the batter.
  - vii. The coach pitcher must pitch with one foot starting on the pitcher's plate.
  - viii. The player pitcher shall remain in the pitching circle/cylinder (both feet inside the circle/cylinder) while the coach pitcher is pitching and must play no closer to the batter than the pitcher's plate until the ball is hit.
  - ix. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players.
  - x. If a batted ball hits the coach pitcher, the ball is live, and the batter and runners can attempt to advance.
  - xi. If the coach pitcher intentionally interferes with the play, as judged by the umpire, the umpire will call the batter out for offensive interference and all runners will be returned to their previous base.

- xii. No Bunting with coach pitch.
- xiii. No Base Stealing with coach pitch.
- xiv. Batter/Runner may **NOT** advance to 2B on a walk.
- xv. Runners can only advance one (1) base on an overthrow to 1B during a live play. Example if there is a groundball to SS and they throw wild to first, all base runners can advance one (1) additional base on the overthrow (including Home). This will be up to umpire discretion.
- xvi. Any rules that are not directly mentioned here will be ruled upon based on the OCFB Rec rules for that Division.

## **7. 10U SPECIFIC RULES**

- A. Each team shall use four (4) outfielders for a total of ten (10) defensive positions.
- B. Limit - Four (4) Runs in the first three (3) innings and six (6) runs subsequently.
- C. Any rules that are not directly mentioned here will be ruled upon based on the OCFB Rec rules for that Division.

## **8. 12U SPECIFIC RULES**

- A. Each team shall use three (3) outfielders for a total of nine (9) defensive positions.
- B. Run Limit - Four (4) runs in the first three (3) innings and six (6) runs subsequently.
- C. Any rules that are not directly mentioned here will be ruled upon based on the OCFB Rec rules for that Division.