



Irvine Girls Softball Association 2026 Irvine Summertime Classic Tournament Rules

1. CHECK-IN

A. Check-in at the field where the first game is scheduled 45 minutes prior to first game.

B. COACH CHECK-IN

I. PRIOR TO WARMUPS BEFORE FIRST GAME

II. ALL COACHES THAT WILL BE ON THE FIELD/IN THE DUGOUT

III. MUST come to check-in are at your location to show USA Softball ID Card

i. Photo on CARD OR

ii. No Photo with Driver's License

IV. RECEIVE WRISTBAND

C. ADVANCE CHECK-IN

I. If you submitted your **Official Championship Roster** and **Player ID Card Montage** (or other acceptable documentation) prior to the tournament, you are already checked in.

II. Should you have one, you should still bring your tournament binder, with **Official Championship Roster**, and Coach certifications with proof of background checks for all on-field adults, as required by the governing organization.

D. Player Pins and Pool Play Player-of-the-Game Medals (2 per game per team – 4 total) will be distributed at check-in.

E. No exceptions will be made for any player. Rosters are limited to fifteen (15) players (unless approved by the Tournament Director). No player may be added after the start of the first game. No travel players allowed.

F. Fielding an ineligible player will result in forfeiture of games played and possible disqualification from the tournament with loss of registration fee.

G. Only verified coaches listed on the USA Softball Junior Olympic Championship Tournament Requirements document (or other equivalent document) will be allowed in the dugout.



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. Managers/HC may be subject to ejection for the behavior of their team's parents/spectators.
- 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 to, or any shouting or screaming at, an umpire, a player, coach or spectator on the opposing team or tournament official. 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 the 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. Outside influences affecting game play
 - I. There shall be **NO** yelling or 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 & 14U** teams -- Full pre-game/warm-up batting practice will not be allowed (only soft, limited flight balls allowed for batting in open spaces). **No Pitching Machines.**
- H. Metal cleats are **NOT** allowed (**14U** optional).
- I. **Jewelry (USA Softball Rule 3; Section 6F):** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. 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.
- J. Each team is responsible for cleaning their dugout after each game.
- K. Game balls will be provided. Bases are 60 feet for all divisions.
- L. The City of Irvine prohibits BBQ's at all fields or in the parking lots.
- M. Smoking and/or Vaping are not permitted near the fields.
- N. Alcoholic beverages in any form are prohibited at all fields and in parking lots.
- O. 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.**
- P. Please DO NOT keep valuables in your car.
- Q. See the RV and Parking specific sheet, located on the city website, for those rules.
- R. Dogs must be on a leash at all facilities
- S. Protests not allowed during the tournament. All decisions by umpires and tournament officials are final.
- T. Material Adverse Change: Should conditions dictate, the Tournament Director shall have the authority to modify 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. RULE MODIFICATIONS

A. Illegal Pitches

- I. **10U & UP:** Illegal Pitches will be called according to USA Softball Rules.
- II. **8U:** Illegal Pitches will be called less strictly but may still be called. 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 create a situational disparity or competitive advantage shall be called as necessary.

B. 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.

C. 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.

D. Intentional Walks: All Pitches MUST be thrown in accordance with USA Softball Rules.

E. Line-ups

- I. **Pool Play:** Round Robin batting for all divisions.

II. **Elimination:**

- i. **8U** Round Robin batting.
- ii. **10U/12U/14U** teams may use any of the 5 approved USA Softball line-up constructions utilizing the corresponding substitution rules (line-up must be declared to the umpire at the plate meeting along with proper line-up card):
 1. Round Robin (unlimited defensive substitution)
 2. 9 players (9 Batters/9 Fielders)
 3. DP/Flex (9 Batters/10 Fielders)
 4. One Extra Player (EP) (10 Batters/10 Fielders)
 5. DP/Flex with Extra Player (EP) (10 Batters/11 Fielders)

- III. **Missing/Late-Arriving Players:** The USA Softball Shorthanded Rule (**Rule 4, Section D**) is in effect for this tournament and supersedes the below modifications. 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 that a player will be arriving late at the plate meeting. Upon arrival, that player must be inserted into the last batting spot immediately upon arrival and without delay and will be eligible to play on defense with notification to the umpire and the opponent. If using one of the other 4 line-up constructions, the late-arriving player must be listed as an EP or a Sub prior to the game. Upon arriving, that player will be immediately eligible to participate according to normal substitution rules. ALL players should be listed on your roster (different than line-up), even if they are unavailable early in the tournament so they may be eligible if available later in the tournament.

- IV. **Injured Player (all line-up constructions):** If a legitimate injury occurs during a game, the injured player may be removed from the line-up. If the player misses her turn at bat, **NO OUT** will be recorded, but the player then may not re-enter the game in any capacity and the line-up will be reduced for the remainder of the game. If a team is using any non-Round Robin lineup, and has an available sub, that sub must replace the injured player.



Should a player become injured on the base paths or as a result of a HBP, a courtesy runner (batted last out) may run for that player (as would be done for a Pitcher or a Catcher).

F. Pool Play Tie Breakers:

- I. **3-team pools:** Any game may end in a tie and the score recorded as such. After all 3 teams have played both games, the following order will be used for any tie breaks:
 - a. Win/Loss record
 - b. Fewest total Runs Allowed (RA)
 - c. Most total Runs Scored (RS)
 - d. 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.).
 - e. “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.
 - I. **4-team pools:** First Pool Play game will be to determine who advances to the winner vs winner game. The second Pool Play game will be to determine seeding. Teams in the winner vs winner game will play for the #1 and #2 seeds. Teams in the loser vs loser game will play for the #3 and #4 seeds.
 - f. 4-team pools (Game 1): Teams will play to advance to the winner vs winner game and each game must have a winner. If the first game to decide who advances to the winner vs winner game is tied after 1hr 20min no new, USA Tie Breaker Rule (TBR) will decide the winner.
 - g. 4-team pools (Game 2): Teams will play for seeding. The winner vs winner and loser vs loser games must have a winner. If the game is tied after 1hr 20min no new, USA Tie Breaker Rule (TBR) will decide the winner.
 - 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 resumes as usual until a winner is determined. That runner may be replaced by a sub (if available) or a courtesy runner if for the pitcher or catcher of record based on the line-up construction (see C below).
- G. Courtesy Runners: When batting round robin, for the pitcher and catcher of record, the last batted out shall be used. If a team uses other line-up constructions under USA rules, the USA courtesy runner rules will be in effect.



5. GAME TIME AND RUN RULES

- A. Game time will start 1 minute following the conclusion of the Plate Meeting or with the first warm-up pitch, whichever occurs first.
- B. Pool Play games, Elimination games, and Semi-Final games will be:
- I. **1hr 20minutes, No New Inning, finish the inning.**
 - II. Pool Play End of Game Scenarios (following time expiration):
 - i. **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 inning when time expires (or Top of Last), the game is over. Finish any batter if time expires during an at-bat. All subsequent runs will count (up to the run limit) and ALL runs remain in the Final Score (**ALL RUNS COUNT; Runs DO NOT** revert back; **Visitor Walk-Off --Home Team WILL NOT BAT**).
 1. For example, a 10U Visiting Team leads 7-4 to begin an inning. Time expires during the top half of the inning and the Visiting Team proceeds to score 3 runs. Since the Home Team would not be able to catch up in the bottom half of the inning (5 run limit), the game is over at that point and the Final Score would be 10-4.
 - ii. **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 would be 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.
 - III. Elimination Games (excluding **10U, 12U, 14U** Championship Game), should either team trail by more than the run limit in innings **2-4**, the game will be final when time expires. Runs **DO NOT** revert back.
 - i. For example, the Visiting Team leads to begin the **2nd, 3rd or 4th inning**. Time expires during the top half of the inning and the Visiting Team scores enough runs to increase lead to greater than the run limit, the game is over.
 - ii. **8U:** Visiting Team leads 6-4, scores 3 runs in top half, time expires, the game is over and the final is 9-4 (greater than 4 run limit).
 - iii. **10U:** Visiting Team leads 6-4, scores 4 runs in top half, time expires, the game is over and the final is 10-4 (greater than 5 run limit).
 - iv. **12U/14U:** Visiting Team leads 6-4, scores 5 runs in top half, time expires, the game is over and the final is 11-4 (greater than 6 run limit).
 - v. **5th Inning (or Later) – game continues (unlimited runs).**



- IV. If time has not expired **8U & 10U** will play a maximum of **6 innings**. **12U & 14U** will play a maximum of **6 innings** in regulation play.
- C. Championship games:
 - I. **8U: 1hr 30minutes, No New (Max 6 innings in regulation)**
 - II. **10U: 6 innings**
 - III. **12U & 14U: 6 innings**
- D. Elimination games must have a winner. USA Tie Breaker Rules (TBR) will be used if needed.
- E. Run Rule Ahead:
 - I. **8U:**
 - i. **12** after **3**
 - ii. **10** after **4**
 - iii. **8** after **5**
 - iv. In effect for the entire tournament.
 - II. **10U+:**
 - i. **15** after **3**
 - ii. **12** after **4**
 - iii. **8** after **5**
 - iv. In effect for the entire tournament.
- F. Run limits:
 - I. Pool Play run limits
 - i. **8U** (4 runs)
 - ii. **10U** (5 runs)
 - iii. **12U/14U** (6 runs).
 - II. Elimination run limits:
 - i. First 4 innings
 - 1. **8U** (4 runs)
 - 2. **10U** (5 runs)
 - 3. **12U/14U** (6 runs).
 - ii. **Top of the 5th** on will be unlimited.
 - III. Championship Games:
 - i. **8U:** 4-runs in first 3 innings, 4th inning on will be unlimited
 - ii. **10U/12U/14U:** No run limits.



6. 8U SPECIFIC RULES

- A. Teams will field 10 defensive players. **Outfielders must stay 10 feet past the baseline** until the ball crosses home plate. Infielders must stay 30 feet from home plate until the ball crosses home plate.
- B. NO ROVERS: Each team MUST use 1 Pitcher, 1 Catcher, 4 Infielders and 4 Outfielders.**
 - a. Umpire may correct prior to a pitch but is not required. Violation will result in an illegal pitch/delayed dead ball and will provide the offense the choice to keep the play or a ball on the batter.**
- C. No dropped 3rd strike. No Infield Fly rule.
- D. Stealing (including passed balls/wild pitches): One base per pitch. A runner can be put out if she attempts to steal past one base. Should the runner reach the second stolen base safely, play stops and the runner will be returned back to the prior base. Home is closed for stealing (including passed balls/wild pitches), but a runner can be awarded home by the umpire. A walked batter may not proceed beyond first base on the same pitch that they were walked on. A play at another base does not release a runner to steal more than one base per pitch.
- E. Batted Ball in Play/Overthrow: Unlimited Base Advancement (including Home). For any overthrow (including first base) on a batted ball, runners **may** try to advance as many bases as they wish (including Home), as long as the ball remains in-play.
- F. Look Back Rule: The Look Back rule is in effect subject to the modifications (walks, stolen bases) described above. The pitcher **MUST** have **“possession and control of the ball within the pitcher’s circle”**.
- G. Substitutions: Free substitution of all players for all positions while on defense, excluding the pitcher (pitchers can only re-enter once back into the pitcher position). Round robin batting during all games, including Pool, Elimination and Championship games.

Be sure to check the website (www.igsateams.org) throughout the tournament for updated schedules and results

Thank you for participating in and showing great sportsmanship