

8 Rec Tournament Rules



Check-in: Please check-in for your first game at the check in booth which is at the Swag shack at Junction Fields. If your first game is at Ernie Rod, please check in where the roll up door is. Submission of a check, roster, and proof of team insurance constitutes 'check-in'.

Game Time: Game time is forfeit time. Please be prepared to start after the conclusion of the prior game on your playing field at the umpire's discretion.

General Rules:

- Base Distance 60 Feet
- Pitching Distance 30 Feet
- Ball Size 10" RIF
- Time Limit: 65 mins or 6 innings. No new inning will start after 65 mins.
- Championship Game on Sunday: No new inning after 75 min or 6 inning max.

Home Team:

- Home Team
 - A coin flip will determine the home team in Pool Play Only.
 - Bracket play home team will be the higher seed.
 - The home team will be the official scorekeeper.
 - For pool play (Saturday) the team listed first will be in the 3rd base dugout unless already occupied from the previous game.
 - For bracket play (Sunday) the home team will occupy the 3rd base dugout unless already occupied from the previous game.

Run Limit:

- Innings 1-3: Five run max per inning
- Innings 4 and beyond:
 - You will be able to increase your lead by 5 runs per inning.
 - If you are ahead when you start batting you can increase your lead by up to 5 more runs.
 - If you are tied when you start batting you can go up by 5 runs.
 - If you are trailing when you start to bat, you can go ahead by 5 runs.

Base Running:

- Runners may steal one base per pitch. No advancement on errant throws.
- No stealing home.
- Lead off permitted on release.
- **Overthrows:**
 - On a throw to first base the following occurs. No runner can advance to second base as a result of an errant throw to first base. All other runners may only

advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live ball territory.

- On a throw to any other base or position. If, on a throw to any other base an errant throw occurs, all runners and batter/runner may advance one base past the base they are going to with liability of being put out.
- The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play.
- Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw. At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.
- Courtesy Runner is allowed for catcher only and must be last recorded out, if no outs, revert to prior inning.

Fielding:

- 10 players may be allowed on defense in the field. 6 infielders and 4 outfielders.
- Outfielders must position themselves in the grass.
- No infield fly.
- Play stops when the ball, hit to the outfield, is in control of the pitcher in the circle.
- If ball goes under outfield fence or gets stuck it is a ground rule double. If ball goes over outfield fence it is a home-run.

Batting:

- Continuous batting order-All Games.
- No drop 3rd strikes.

Pitching:

- Pitching distance: Player and Coach 30 feet.
- Players will pitch to the opposing team.
 - 2 inning limit for pitchers, plus 1 additional if the game goes more than 4 innings. One pitch in an inning constitutes a complete inning.
- No walks.
 - A coach/pitcher will enter the circle when 4 balls have been called by the umpire. Coach must pitch "legal" pitches from pitching rubber.
 - The coach/pitcher will assume the player/pitcher strike count and will throw no more than three (3) pitches with the umpire calling balls/strikes.
 - If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - Batters will NOT be awarded a base on a Hit by Pitch from the coach/pitcher, but will by a player/pitcher.
- If a batted ball unintentionally strikes the coach-pitcher, the ball is dead and the pitch will be replayed. The batter returns to the previous count and all runners return to the bases occupied at the time of the pitch.
- The coach-pitcher must make every reasonable effort to avoid contact with the ball and must not interfere with the defensive team's opportunity to make a play. If, in the umpire's judgment, the coach-pitcher intentionally interferes with the ball or obstructs the

defense, the ball is dead and the batter is out. Runners return to the bases occupied at the time of the pitch unless forced by rule.

- Player/Pitcher must have one foot in the circle at the time the coach/pitcher is pitching.
- Coach/Pitcher must stay in the circle during play and **CANNOT** provide coaching/baserunning assistance from the circle.

Run Rule:

- 12 runs after 3 innings, 10 after 4, and 8 runs after 5 innings.
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- Pool Play: After six innings or the expiration of the time limit, tie games in pool play will be declared a tie.
- Sunday Bracket Play: There are no ties in single-elimination bracket play. If a Sunday bracket game is tied after six innings or after the expiration of the time limit, the game will continue using the NorCal tiebreaker rule.
- In the first extra inning, each team will begin its turn at bat with a runner on second base. The runner will be the player scheduled to bat last in that respective half inning.
- If the tie is not broken after the first extra inning, then in the second extra inning and each succeeding inning, each team will begin its turn at bat with runners on third base and second base. Those runners will be the last two players scheduled to bat in that respective half inning.
- Extra innings will continue until a winner is determined.

Seeding for single elimination will be based on the following order:

- Win/Loss Record
- Head to Head
- Runs Allowed (RA)
- Runs Scored (RS)
- Coin Toss

****Except as modified by these tournament rules, all games shall be played under current USA Softball/NorCal USA Softball rules.**

The Tournament Director, Umpire-in-Chief, or LGSA President shall have final authority on rule interpretations, protests, weather decisions, field conditions, and any situation not specifically covered by these rules.