

GIRLS OF SUMMER

Tournament Rules

A. Player Age Guidelines

1. In age divisions 14u and below, the player's age on April 30th decides the eligible age division for the current season. Players can play up in age divisions but can never play down.

B. Tournament Guidelines

1. Girls of Summer Tournaments use a "Pool Play format. Teams will be placed in pools where they will play round robin within their pool or division, with a 4-game minimum.
2. After pool-play is completed the Tournament Director will set up the championship play format. In some cases, a consolation format may be used to achieve the 4-game minimum for that tournament.
 - a. The Tournament Director reserves the right to alter the playing format in case of severe weather, unplayable field conditions, limited participation, or other unplanned conditions.
 - b. Access to pool-play results will be provided on our website at www.bosohio.com.
3. Cancellation policies – should the tournament be cancelled, and no games are played the teams will be given the choice to apply their registration to an upcoming Boys of Summer tournament (subject to availability). Otherwise, the following refund is applied:
 - a. 0 games played = 75% refund
 - b. 1 game played = 50% refund
 - c. 2 games or more played, no refund.
4. Rainout Info: As a rule, if your pool game is rained out or cancelled, we will move to the next game on the schedule and so forth until games can be started. The Tournament Director will attempt to give a 1-hour notice if conditions prevent play.
 - a. Cancelled or rained out game will be made up at the end of the pool play schedule if time allows.
5. Weather conditions, Field conditions and other tournament updates can be found on the web site at www.bosohio.com.
6. Each team must be ready to take the field 30 minutes prior to their scheduled game start time. If the situation allows and games times are running ahead of schedule the umpire has the right to start the next game 30 minutes early.
7. The Tournament Director reserves the right to alter Tournament Rules with advance notice to teams.
8. Each team must submit an official Girls of Summer Tournament roster before the first scheduled game. The roster is considered locked when the first game begins, and no changes may be made after that time.
9. The Tournament Director needs verification of medical coverage for the players on your roster. Our Hold Harmless Agreement acknowledges that you have individual medical insurance coverage for your players on the roster you submit to the Tournament Director. This Hold Harmless Agreement must accompany your roster and be submitted before the start of your first game.
10. All players participating shall have a copy of their birth certificate in the possession of their manager.
 - a. Failure to have a copy of any player's birth certificate upon demand will result in the offending team forfeiting the game and the player being ejected from the tournament.
11. Our tournament has "zero tolerance" for any physical or verbal confrontations by players, coaches, fans, or anyone else. Upon the first violation, the violating party shall be removed from the facility for the remainder of the tournament.
12. Insufficient Funds: A \$30 fee will be charged for all returned checks.

C. Seeding Tie Breaking Procedures

1. The following rules determine which teams advance out of their pools.
 - a. Win-Loss Record
 - b. Head-to-Head
 - c. Fewest Runs Allowed
 - d. Highest Run Differential
 - i. Note: This calculation is determined by taking total runs scored minus total runs allowed.
 - ii. The maximum run differential per game is +8 or -8.
 - e. Most Runs Scored
 - f. Coin Flip

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D. Local Playing Rules

1. All playing rules not covered in this document below shall be governed by USA Softball Rules found here:
 - a. <https://www.teamusa.org/usa-softball/umpires/rule-clarifications-and-plays>
2. Game Length
 - a. 8u – 11u will play 6 innings.
 - b. 12u – 18u will play 7 innings.
3. Home Team
 - a. A flip of a coin between the two teams determines the home team for each pool play game.
 - b. For bracket play games, the highest seed is home team (including the championship game).
 - i. In any case where seeds were not used then a coin flip will decide home team.
4. Base/Pitching Distances
 - a. 8u – 30'/60'
 - b. 10u – 35'/60'
 - c. 12u – 40'/60'
 - d. 14u – 43'/60'
5. Batting Line-up
 - a. Teams can bat a nine-player lineup, a 10-player lineup using an extra hitter (EH), or roster bat all present uniformed players. The lineup must be declared before the start of the game and used the entire game.
 - b. If a team uses a lineup that contains 10 players, the player in the EH position, while not actually playing a defensive position, is treated as such for substitution purposes.
 - c. If a team chooses to roster bat, then all players other than the nine defensive position players are extra hitters and can move freely in defensive positions.
 - d. In the 15u – 18u age divisions a DH may also be used. The team is permitted to use either or both the EH and DH.
 - e. If a team drops below nine players due to injury, no automatic out is recorded.
 - f. If a team drops below nine eligible players due to an ejection or any reason other than injury and leaves the game, an automatic out is declared in the batting order position of the player that left the game unless there is an eligible substitute.
 - g. If a team drops below eight players for any reason, the game is ruled a forfeit and is not rescheduled.
6. Dropped 3rd Strike
 - a. In the 9u and 10u division a dropped third strike by the catcher will be counted as an out. However, the ball is not dead and base runners may advance at their own risk.
7. Courtesy Runners
 - a. A courtesy runner for the current pitcher or catcher is allowed **at any time**
 - b. A courtesy runner must be a player not currently in the line-up. If there are no players available on the bench, then last out made must be used.
 - c. A courtesy runner may not be the same for both pitcher and catcher.
8. Time Limits
 - a. The Umpire will verify start time with the home scorebook. The umpire's watch then becomes the official time and it is his decision when the game's limit has been reached.
 - b. The time limit begins once grounds rules are completed.
 - c. The time limit must be reached before the last out of the current inning, not before the first pitch of the next inning to have reached the time limit.
 - d. Time Limitation
 - i. Pool Play Games
 1. 9u - 14u Pool games will have a 75-minute time limit.
 2. 15u - 18u Pool Games will have a 75-minute time limit.
 - ii. Championship Round
 1. All age groups will use a 75-minute time limit.
 - iii. Consolation Games
 1. All age groups will use a 75-minute time limit.
 - iv. Championship Game
 1. All age groups will use a 75-minute time limit.
 - e. In any case where a game has reached its defined time limitation, the tie breaker rules shall be applied.
9. Tie Breaker
 - a. Tie breakers are only applied when a Time Limitation has been reached and only in bracket play. Ties will count in pool play.
 - b. If the game is tied after the time limit has expired – we will use the “Texas Shootout” format to determine a winner.
 - i. Texas Shootout – 1 full inning – home team remains home team.
 1. Each 3-out half inning starts with runner on 2nd base, and NO outs.
 2. Each batter starts with a 3-2 count.
 - ii. If after a full inning is played if the game remains tied, consecutive innings of the same format are played until a winner is decided.
10. Run Rule
 - a. The following run rules are applied to all ages and all games including all Championship rounds.
 - i. 15 after 3 innings

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- ii. 10 after 4 innings
 - iii. 8 after 5 innings
11. Pitching Rules
 - a. There are no pitching limits for any age groups.
 12. Re-entry Rules
 - a. A starting player may re-enter the game one time in their original batting order.
 - b. Substitute players may not re-enter the game once removed.
 13. Equipment
 - a. Players must use rubber or plastic molded spikes.
 - b. Catchers must be properly equipped at the umpire's discretion.
 14. Forfeits
 - a. Teams must be able to field 8 players at game time, or they forfeit the game.
 - b. Teams may start with 8 players.
 - i. When a 9th player arrives, they are inserted into the game in the 9th spot in the batting order.
 - ii. If the 9th spot in the batting order remains vacant when that spot is up to bat an out is recorded.
 - c. If a team forfeits any game during the tournament for any reason, they are not permitted to move on to any Championship Round games. Such teams will only be permitted to play in seeded consolation games.
 15. Suspended Games
 - a. Games may be suspended by the Tournament Director or Umpire for any reason including darkness and weather.
 - b. Games suspended will resume where they left off at the time of suspension.
 - c. A suspended game will be considered complete:
 - i. in 7 inning games, if 4 innings are complete or 3 ½ if the home team is leading.
 - ii. in 6 inning games, if 3 innings or 2 ½ if the home team is leading.
 16. Malicious Contact
 - a. A legal slide can be either feet first or headfirst.
 - i. If a runner slides feet first, at least one leg and buttock must be on the ground.
 - ii. If a runner slides, he or she must slide within the reach of the base with either a hand or a foot.
 - iii. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
 - iv. If a tag play is imminent, the runner should slide or seek to avoid contact.
 - v. **Jumping over a player is not considered an act of avoidance.**
 - vi. It is the umpire's judgment call that determines whether the contact is malicious.
 - b. PENALTY: The player initiating malicious contact is removed from the game.
 - i. The key for malicious contact is intent. Umpires must ask themselves when making the call, "Did the runner deliberately or intentionally run into the fielder to break up the play or cause harm to the fielder?" If the answer is yes, then you have malicious contact. Keep in mind that the younger players are just learning the game, and sometimes there is contact by the runner not sliding and running into the catcher. Remember, the key word is intent. If a defensive player is obstructing the runner (judgment call by the umpire), contact by the runner is not illegal unless it is malicious.
 17. Sportsmanship
 - a. Dugouts **must be cleaned after your game**, failure to do so may result in a Tournament Director declaring a forfeit.
 - b. If any player, coach, or spectator is ejected, the Umpire and/or Site Director maintain the right to extend that ejection to the following game.
 - i. This decision will be based on the malicious nature of the ejection.
 - c. It is important that teams hustle on and off the field. If in the umpire's judgement, there is lack of effort for teams to take their positions on the field a ball can be called on the batter to start the inning. if this continues, the umpire can continue to ball 2 and so on until he feels an adequate effort is being made.
 18. Miscellaneous
 - a. The batting team is required to retrieve foul balls and HR's and return game balls to the umpire.
 - b. Protest fee \$100 – cash only. The game will be delayed, and a ruling made immediately by the Tournament director. If protest is won \$100 will be returned, if you lose the protest, you will forfeit your \$100.
 - c. Players may only be on one roster per tournament and can only play for 1 team in the tournament. Violation of this rule will result in games retroactively being forfeited.