

Chino Hills Girls Softball

2006 Summer Classic

EVENT:

CHGS 2006 Summer Classic – Division 8U, 10U, 12U, and 14U

DATE:

June 16-18, 2006

FIELD LOCATIONS:

Chino Hills Community Park (6 - Lighted Fields, One Park)
13851 Peyton Dr.
Chino Hills, CA 91709

WEB SITE:

www.CHGirlsSoftball.com

ENTRY DOCUMENTATION & FEES:

The following items are required to participate in the event:

- CHGS SUMMER CLASSIC ENTRY FORM
Entry form and check due ASAP, no later than June 5, 2006
- CHGS SUMMER CLASSIC ROSTER
Final roster due by June 5, 2006
- ENTRY FEE
\$350 – Checks Payable to: CHGS
Please indicate the league/team name and division in the memo area.
- LEAGUE INSURANCE
Please bring an extra copy to give to the Tournament Director
- BIRTH CERTIFICATE
Bring a birth certificate for each player
Birth certificates will be check and returned
- PLAYER PHOTO
Bring a photo of each player to be viewed with each birth certificate
- ASA CARD
Player may use a Photo ASA card instead of league insurance, birth certificate, and player photo. ASA card (non photo) may be used for league insurance and birth certificate.
If players use ASA cards the manger and all of the coaches **MUST** have a photo ASA card or ACE card.

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ENTRY DEADLINE:

June 5, 2006 – 5:00pm

SEND ALL ENTRY MATERIALS TO:

Tournament Director
Chino Hills Girls Softball
3233 N. Grand Ave. Suite N373
Chino Hills, CA 91709

PARKING:

Parking at all Facilities is Free
No overnight parking or camping
No RV parking

MANAGER'S CHECK-IN:

All teams must check-in ONE (1) hour prior to their first tournament game with all fees paid and all necessary documentation.

GAMES:

Play will begin on Friday June 16, 2006
The championship games will be played on Sunday June 18, 2006 time determined by the number of teams in the tournament.

TOURNAMENT DIRECTOR:

Shane Hefner
3233 N. Grand Ave. Suite N373
Chino Hills, CA 91709
(909) 606-2200
TournamentDirector@CHGirlsSoftball.com

CELL PHONE DURING THE TOURNAMENT – (323) 855-1978

CHGS would like to say Thank You to
KIWANIS CLUB of CHINO HILLS for being a sponsor.



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TOURNAMENT RULES

The ASA Official Rules of Softball including the section on Junior Olympic 10-Under rules (for 10-Under and 8-Under) will be followed with the exceptions and modifications list in the Tournament Rules.

To be eligible for this tournament the team must be a member of an ASA Class B or C league (recreation league, not class A travel ball) and be approved by the league as an All-Star team per the ASA So-Cal Yellow Book.

RULE 1 GENERAL RULES

- 1.01 Home team is determined by a coin toss at the pre-game meeting with the umpires and coaches. Dugout choice has no effect on home or visitor status. Team can occupy either dugout on a first come basis.
- 1.02 Managers will be responsible for eligibility of their players.
- 1.03 No player may be listed on more than ONE (1) team roster during the tournament.
- 1.04 All teams must show proof of age at check-in for all roster players. Dec 31st cut off date for all divisions will apply.
- 1.05 All final rosters must be turned in two weeks prior to the tournament. No changes will be accepted. Any incorrect information on the official roster may cause forfeit of all games played or scheduled for that team.
- 1.06 NO TRAVEL BALL TEAMS!
- 1.07 ONLY LEAGUE ALL-STAR TEAMS!
- 1.08 Yellow Book Eligibility rules apply
- 1.09 A.S.A rules apply to all divisions.
- 1.10 (*8U & 10U only*) A.S.A rules including the section on Junior Olympic 10-Under rules will apply to the 10-Under and 8-Under division.
- 1.11 If any team is caught an ineligible ball player they will be disqualified from the tournament!
- 1.12 All teams must check-in ONE (1) hour prior to their first tournament game with fees paid and all necessary documentation.
- 1.13 No practice on infield dirt is permitted. Pitchers may not use the pitching mound. EXCEPTION: Teams may warm-up between the foul line and the fence. If a relay player is used, they must stay on the grass.
- 1.14 Game time is forfeit time!
- 1.15 ALCOHOLIC BEVERAGES AND ILLEGAL DRUGS ARE PROHIBITED FROM THE FACILITY.
- 1.16 Tobacco products of any type are prohibited on school facilities. The same is prohibited from the dugouts and field of play.
- 1.17 There will be ZERO TOLERANCE for any unsportsmanlike conduct.
- 1.18 Artificial noisemakers of any type will not be allowed (i.e. horns or cans filled with rocks).
- 1.19 Umpires and /or Tournament Representatives shall have the responsibility and authority to eject (out of sight and sound) any team personnel or spectators for abusive language, charging, bumping, shoving, striking, threatening to a player, coaching staff, spectator, or team from the tournament or facility.
- 1.20 An ejected coach, player, or other team personnel is ineligible to participate in the team's next game. Illegal participation in the team's next game by ejected personnel results in team forfeiture. A second ejection in the same tournament makes participant ineligible for remainder of the tournament. Each sanction (ineligible for next game, team forfeiture, and ineligible for remainder of tournament) may be appealed to the Tournament Protest Committee.

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RULE 2 THE PLAYING FIELD

- 2.01 (8U only) Pitching distance is 30 feet.
 2.02 (8U only) Base paths are 55 feet.

RULE 3 EQUIPMENT

- 3.01 Game balls are provided by the tournament.

Div	Size	COR	DESCRIPTION	COMP	MFR/MODEL
12U	12"	.470	Yellow Optic Leather Cover,	375 lbs	Wroth ASA
14U		Max.	Cork Core, Red Stitch	Max.	Dream Seam
10U	11"	.470	Yellow Optic Leather Cover,	375 lbs	Wroth ASA
		Max.	Cork Core, Red Stitch	Max.	Dream Seam
8U	10"		Yellow Optic Cover, R.I.F. Level 1, Red Stitch		Wroth ASA RIF

RULE 4 PLAYERS, COACHES, SUBSTITUTES

- 4.01 Line-ups will be exchanged 10 minutes before game time. Line-ups must list a players' first and last name.
 4.02 Teams have the options to use the Bat-Around Format (round robin) with free substitutions.

EXPLANATION: Bat-Around Format – All player on the team roster are listed in the batter line-up.

- (a) During pool play, if a team is batting round robin, and a player is injured while running the bases, the last out may be used to replace her on the bases. If the player requires another runner the next at bat, she will be removed from the game and will be recorded as an OUT at her next scheduled at bat (only one time). If she is removed from the game for a second runner as stated above, she CANNOT return to the game under any circumstance. If batting round robin and a player is injured and cannot bat, she will be an out the first time and removed from the lineup. If a team is batting nine (not round robin) and a player is injured on the bases, a substitute will need to be entered into the game for that player. If no substitute is available the rules for round robin batting will be applied above. If when batting nine, no substitutes are available and a player cannot bat, she will be an out for the first time only.
- (a) During Elimination rounds, if a team is batting round robin, and a player is injured WHILE RUNNING THE BASE AT THAT TIME (meaning it is not a previous injury), the last out may be used to replace her on the bases, but only the original player will be removed from the game and will be an out the next time she comes to bat (only one time). She will not be allowed to return to the game under any circumstances. If a player is injured and cannot bat, she will be an out the first time. If a team is batting nine and a player is injured and cannot bat and there are no substitutes available, it will be an out each time the player comes to bat.
- 4.03 If a team elects to use the bat-around format, courtesy runners will not be allowed.
 4.04 (8U only) All batters must bat and run for themselves unless injured. If no substitutes are available when a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a courtesy player will be allowed to finish the at bat or time as a runner for that half inning only.
 4.05 (8U only) Courtesy Player (For injured player): When all play has stopped, the team member who is scheduled to bat *last* after the injured player will be the courtesy player. Any batter or base runner that must use a courtesy player *a second time* due to

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injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be declared for that one time only. An inning or a game can end with an automatic out.

- 4.06 (8U only) A player may be used as a courtesy player only once per inning.
- 4.07 A team shall consist of Nine (9) players.
EXPLANATION: A team must bat with at least 9 players in the line up to avoid the “short-handed” rule penalty.
- 4.08 (8U only) No more than 10 players will be allowed to play defense at one time.
- 4.09 (8U only) No more than 6 players including the pitcher and catcher can be positioned in front of the base line.
- 4.10 (8U only) Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner (as a result of a batted ball).
- 4.11 (8U only) No player except the catcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.
- 4.12 (8U only) An unlimited number of “free” substitutions are allowed at anytime, during a dead ball situation, while on defense.
- 4.13 (8U only) Bat-Around Format will be used.
EXPLANATION: The DP/FLEX rule and batting nine players will not be in effect.
- 4.14 (8U only) No “Courtesy Runner” for pitcher or catcher.

RULE 5 THE GAME

- 5.01 (8U all games and 10U pool play only) Five (5) runs max/ahead limit per inning.
EXPLANATION: The team that is winning at the beginning of their turn at bat may score a maximum of 5 runs. The team that is losing at the beginning of their turn at bat may score any number of runs up to the point that they are 5 runs ahead of their opponent.
- 5.02 Time limit
- (a) Pool Play
 - ✧ (1) one hour and (20) twenty minutes DROP DEAD!
 - (b) Elimination Play
 - ✧ (1) one hour and (25) twenty-five minutes NO NEW INNING!
 - ✧ International tiebreaker
 - (c) Championship Game
 - ✧ 7 innings.
 - ✧ (8U and 10U only) (1) one hour and (40) forty minutes NO NEW INNING!
 - ✧ International tiebreaker
- 5.03 The ‘Tie-breaker rule’ shall be in effect after 7 innings, or once the time limit is reached.
EXCEPTION: On the third tiebreaker, for that team, the starting runner will be placed on 3rd base.
- 5.04 DROP DEAD RULING. The game always reverts back to the last completed inning.
See ASA rule
EXCEPTION: When the home team is up at bat and has tied up or has taken the lead of the game in that half of inning. The inning stands; it does **NOT** revert back.
EXPLANATION:
- (a) If the visiting team is up to bat at the time game time is called, the score shall revert back to the last completed inning.
 - (b) If the home team is up to bat at the time game time is called and the visiting team has tied up the game in the previous half inning of the uncompleted inning, the score will revert back to the last completed inning.

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- (c) If the home team is up to bat and the score is tied and is not tied as a result of the uncompleted inning, the score shall revert back to the last inning.
- (d) If the home team is up to bat at the time game time is called and they are losing the game, the score shall revert back to the last completed inning.
- (e) If the home team is up to bat at the time game time is called and the home team has tied up the game **in that half inning**, the score shall stand and will **NOT** revert back.
- (f) If the home team is up to bat and has taken the lead **in that half inning**, the score shall stand and will **NOT** revert back.
- 5.05 Games tied during pool play will stand. All ties count for ½ win and ½ loss.
- 5.06 Seeding for elimination play will be determined from pool play.
- 5.07 Tied pool play records will be resolved in the following order:
 - (a) Best Record
 - (b) Head to head play
 - (c) Runs allowed
 - (d) Runs scored
 - (e) Coin Flip
- 5.08 Rule Ahead Rule (Mercy Rule)
 - (a) 15 run lead after 3 innings
 - (b) 10 run lead after 5 innings
 - (c) 8 run lead after 6 innings
- 5.09 Any COACH, MANAGER, PLAYER, or SPECTATOR ejected from a game shall remain rejected for the remainder of the game. Any repeat offenses will result in dismissal for the remainder of the tournament.
- 5.10 GAMES MUST START ON TIME and move rapidly. There will be a maximum of 1 minute allowed between innings.
- 5.11 Regulation Game (a complete game)
 - (a) A game called by the umpire, UIC, or Tournament Director shall be regulation if Three or more complete innings have been played, or if the team second at bat has scored more runs in Two or more innings than the other team has scored in Three or more innings.
- 5.12 Pool games that are canceled will end in a Tie with zero runs allowed and zero runs scored.
- 5.13 The Tournament Director will have the right to shorten, move or reschedule games as need be. In case of rain or field conditions. The tournament director also reserves the right to change the format of the tournament in case of extenuating circumstances.

RULE 6 BATTER-RUNNER AND RUNNER

- 6.01 *(8U only)* The infield fly rule is not in effect at anytime.
- 6.02 *(8U only)* If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out.

RULE 7 SCORING

- 7.01 Home team will be required to provide the official scorekeeper.
- 7.02 Teams will provide the scorebook.
- 7.03 **Both managers must verify and sign the umpire score card at the end of the game.**

RULE 8 PROTESTS

- 8.01 Playing rule protests must be made prior to the next pitch and will be ruled on by a protest committee. The game will be stopped. The manager must be prepared to site the rule he/she feels is being violated.