

# Welcome to the 2006 NCWA 8U/10U Tournament.

We are delighted to welcome your teams, wish them luck in the tournament, and hope your stay in Carlsbad is enjoyable. We have provided as much information in this packet as possible, and feel that most issues are fairly self-explanatory. Please read the following guidelines and tournament rules and do not hesitate to contact one of us if you have additional questions. We will do our best to provide an answer.

Sincerely,

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## TOURNAMENT GUIDELINES

1. **REGISTRATION:** All teams must register at least 1 hour before their first game at Calavera Hills Park. Each team must present the following at registration:
  - Proof of ASA registration
  - Team roster (Maximum 15 players)
  - Proof of league insurance

Players must have been on your roster for at least 50% of regular season games to be eligible to participate in this tournament. Bring your regular season scorebook to registration and on hand at the tournament at all times in the event that further verification is requested.

No substitution of players will be allowed once the roster has been submitted. NO EXCEPTIONS.

2. There are **NO GAME APPEALS**. The umpires have the final say in determining the outcome of plays and games. The Tournament Director will field any complaints but will not overrule any umpire decisions. Youth umpires will be working the 8U pool games. These umpires are trained and experienced, and deserve your respect at all times. Verbal abuse of any umpires will not be tolerated at this tournament.
3. Noise-makers are **NOT** allowed during games. This would include bells, whistles, air horns or any other noise making device. Failure of fans to stop using noisemakers after being requested to do so will cause the game to be forfeited.
4. Arguments or out of hand managers, coaches or fans may be ejected from the tournament. Failure of any person to reasonably control their behavior may result in a forfeit at the discretion of the umpire, Site Coordinator or Tournament Director.

5. RV's will not be allowed in our parking lots. The lots are small and there is not ample parking for them. RV's may be parked on local streets where parking is permitted.
6. Please refrain from smoking at our ball fields. Your cooperation is appreciated.
7. Please read and adhere to all tournament rules.

## **Carlsbad Softball Association Seabreeze Invitational Tournament Rules 2006**

1. The 2006 ASA Rules will be in effect unless otherwise stated below.
2. Official ASA approved softball bats must be used.
3. One new softball should be provided for each game by each coach. It is your responsibility to get your game ball from the umpire at the completion of each game.
  - 8U – 10” Worth RIF Level 1
  - 10U – 11” Worth RIF Level 2
4. Each team agrees to hold harmless any and all individuals, organizations, government bodies the City of Carlsbad from any injury that may occur due to participation in the tournament.
5. No jewelry or metal clips will be allowed to be worn during games. Hard plastic visors will not be permitted.
6. Bracket play seeding will be posted as soon as possible after completion of all pool play games. It is the responsibility of each team to have a representative present to make note of the seeding and the bracket play times.
7. A coin toss will occur 10 minutes prior to the game which will determine the home team. A representative from each team must be present.
  - Teams are responsible for providing the umpire and official scorer (home team scorekeeper) with a line up card prior to the game.
  - Home team will keep the official book. It is recommended that each team keep their own score book and those scorekeepers compare scores each inning so any discrepancies can be dealt with immediately. At the completion of the game the score of the home book will be official. It is the responsibility of the official scorekeeper to report the game to the tournament table.

- Line up cards must include the following:
  - i. First initial
  - ii. Last name
  - iii. Uniform number

The official score keeper (acting as a neutral party) may not announce out of order batting.

8. The FIRST team listed on the schedule will take the 3<sup>rd</sup> base dugout. Squatter's rights do not apply. The only exception will be for a team with back-to-back games.
9. Each team is responsible for checking the board and knowing their game time. Any team not prepared to play at game time may be given a forfeit. Forfeits will be recorded as 7-0. Teams having to travel from field to field will be given a grace period. The Tournament Director has the final determination regarding forfeits.
10. Game Duration:
  - Pool Play:
    - No new inning shall start after 1 hour 15 minutes.
    - All pool games will be "Drop Dead" at one hour 25 minutes. If a batter has received a pitch at the drop dead time, the umpire shall declare that as the last batter, after which time the game shall end. If that batter does not complete the inning (produce a 3<sup>rd</sup> out or a game-winning hit) then the game will revert back to the score from the previous inning.
    - Ties will stand in pool play.
  - Bracket Play:
    - No new inning shall start after 1 hour 15 minutes.
    - The final inning shall be completed.
    - There is NO "drop dead" time limit.
    - If tied, bracket play games will immediately go to international tie-breaker.
  - Championship Games:
    - Championship game for 8U and 10U will be 6 innings (proceed to International tie-breaker if tied).

11. Short handed rule: Per ASA rules.

12. Courtesy runners: Per ASA rules.

### **10U SPECIAL RULES**

1. Teams will play with an optic yellow (green), eleven-inch, Worth RIF Level 1 ball.
2. Pitching distance is 35 feet.
3. Base paths will be 60 feet.

4. Can steal only one base per pitch.
5. Cannot steal home.
6. Ball 4 walked runner gets 1st base only.
7. No dropped 3rd strike.
8. No infield fly rule.
9. 10U teams may score no more than 6 runs per inning.
10. Batting: 10U have the option of the following:
  - o May bat around
  - o Batting the starting lineup of 9 players (with substitutions).
  - o Utilize the DP/FLEX player rule.

## **8U SPECIAL RULES**

1. Teams will play with an optic yellow (green), ten-inch, Worth RIF Level 1 ball.
2. Pitching distance 30 feet.
3. Base paths can be 55 or 60 feet.
4. Can steal only one base per pitch.
5. Cannot steal home.
6. Ball 4 walked runner gets 1st base only.
7. No dropped 3rd strike.
8. No infield fly rule.
9. 8U teams may score no more than 4 runs per inning.
10. 8U teams are allowed to have four outfielders. All four outfielders must be in the outfield when the ball is pitched. If any of the outfielders are in the infield before the ball is pitched, the umpire will award the batter first base.
11. Batting: Batting around applies (all players must bat). There is no DP/Flex.
13. **NO INFIELD PRACTICE WILL BE PERMITTED.** All pre-game practice should be conducted on grass area surrounding fields. Should a game be in progress, teams must remain outside the foul line.
14. **NO POST-GAME PITCHING CIRCLE CELEBRATIONS.** This will significantly impair the field maintenance crew's ability to prepare the fields.
15. **PROTESTS: ALL UMPIRE CALLS WILL BE FINAL. GAME PROTESTS WILL NOT BE CONSIDERED.**

NCWA 8U and 10U  
2006 Seeding Protocol

- Pool play seeding will be determined in the following order:
  - Wins
  - Losses
  - Ties
  - Runs Allowed
  - Runs Scored
  - Head to head
  - Coin toss
  
- After every team has completed pool play games:
  - The team with the most wins is seeded first
  - If there is a tie, the team with the most wins and the least runs allowed is first
  - If there is still a tie, the team with most wins, least runs allowed and most runs scored is first.
  - If head to head competition is present then that can be used as a tie breaker.
  - If there is still a tie, the Tournament Site Coordinator will flip a coin as a tie-breaker.
  
- Repeat the process for second, third, fourth, etc.
  
- Once all teams in the division are seeded, they will be placed on the proper position on the single elimination bracket.
  
- Winning teams will advance to the next game, losing teams are eliminated.