

ENCINO-SHERMAN OAKS GIRLS SOFTBALL



SUMMER SOFTBALL

SLAMMER Tournament



www.esogirlssoftball.com

17301 Oxnard St., Encino, CA 91316

ENCINO-SHERMAN OAKS GIRLS SOFTBALL

ESO SUMMER SLAMMER TOURNAMENT RULES

All Divisions

1. **Rules:** ASA Rules will apply in all divisions except as modified by these Tournament Rules.
2. **Team Rosters and Check-in:** Team rosters are limited to 15 players. At check-in, each team needs to provide a printed and completed USA Softball roster that includes player ID numbers, DOB, jersey numbers, and coach ID numbers. Coaches will need to show a copy of their USA Softball DIGITAL coach card screenshot or printed version with two green badges. Leagues must be fully insured through USA Softball. No roster changes are allowed after check-in. Age determined as of September 1st, 2025
3. **Game Line-ups:** Line-up cards will be given to the umpire, the opposing team and the scorekeeper no later than the managers meeting prior to the commencement of the game. Lineups will list the starting players (first name, last name and number) in the order in which they bat and all available substitutes. A game may begin and finish with 8 players. The batting order is considered official when the line-up card is reviewed by the managers and the plate umpire at the pre-game meeting. Only players listed on the line-up card may play in that game. Game forfeiture time is the official start time, there is no grace period. Girls who arrive late, and are not listed on the line-up card, must sit out for that game. An out will be recorded, only for the first occurrence, if a player listed on the line-up card is due up to bat and not available including due to injury, illness, early departure or otherwise, NO EXCEPTIONS. If a player leaves early or arrives late to the game, the player's spot in the lineup is an out every time. Only for injury or illness, the player that misses their spot in the lineup is an out only on the first occurrence and CANNOT return to the game.

4. **Playing Field and Equipment:**

<u>Division</u>	<u>Pitching Distance</u>	<u>Base Distance</u>	<u>Ball</u>
6U	30 Feet	60 Feet	10" RIF1
8U	30 Feet	60 Feet	10" RIF1
10U	35 Feet	60 Feet	11" RIF10
12U	40 Feet	60 Feet	12" Dream Seam
14U	43 Feet	60 Feet	12" Dream Seam
16U	43 Feet	60 Feet	12" Dream Seam

5. **Managers and Coaches:** Only four adults allowed in the dugout during the game. All coaches must be background checked, SafeSport cleared and must be registered and insured with the league their enrolled team is from.
6. **Game Duration:**
 - a. **Pool Play Games:** No new inning after 1 hour 15 minutes will be started. 1 hour and 25 minutes Modified Drop Dead. Pool Play games may end in a tie.
 - (i) If the visiting team is up to bat at the time game is called, the score shall revert to the last completed inning.
 - (ii) If the home team is up to bat at the time game is called (and 3 outs have not been recorded) and they are losing the game; the score shall revert to the last completed inning.
 - (iii) If the home team is up to bat at the time game is called (and 3 outs have not been recorded) and the home team has tied the game in that half inning; the score shall stand and will not revert.
 - (iv) If the home team is up to bat at the time the game is called and the visiting team has tied the game in the previous half inning; the score will revert to the last completed inning.
 - (v) If the home team is up to bat and is leading, the score shall stand and will not revert.
 - b. **Elimination Games:** No new inning after 1 hour 20 minutes and No drop dead. Games can not end in a tie.

- c. **Championship Games:** Will be no new inning after 1 hour 30 minutes and no drop dead. ASA tie-breaker rules will be used in Elimination and Championship Games if the score is tied after the no new inning has passed to determine a winner.

7. **Pool Play Seeding:** Ties will be broken in the following order:

- a. Head-to-head competition
- b. Lowest number of runs allowed (combined game scores)
- c. Highest number of runs scored
- d. Coin toss

8. **Run Limits:**

8U - The Five Up Run per Inning Rule: A team that is ahead or tied may score a maximum of five (5) runs in the inning. A team that is behind may score enough to go ahead by no more than five (5) runs in the inning. The inning is over if the maximum number of runs are scored. At that point the ball is dead and play is over.

10U, 12U & 14U

The Five Up Run per Inning Rule: During Pool Play games a team that is ahead or tied may score a maximum of five (5) runs in the inning. A team that is behind may score enough to go ahead by no more than five (5) runs in the inning. The inning is over if the maximum number of runs are scored. At that point the ball is dead, and play is over. **During Elimination Games and the Championship Game, there is no run limit per inning.**

9. **Mercy Rule:** Applies as follows 15 runs after 3 inns, 12 runs after 4 inns, 8 runs after 5 inns.

10. **Home Team and Team Dug-outs:** For all games the team listed first will occupy the 3rd base dugout (unless occupied from the previous game). For all pool play games the home team will be determined by a coin toss prior to the commencement of the game. For elimination games, the higher seeded team will have the choice to be home or visitor. If teams are seeded equally, then a coin toss will determine who gets the choice. The home team will be responsible to provide the official scorekeeper; each team will provide their own scorebook.

11. **Substitutions and Re-entry:**

- a. **Pool Play:** All teams will be required to bat Round-Robin (all players hitting) in Pool Play. When a team hits Round-Robin they gain free-substitution on defense, however, the courtesy runner for the pitcher and catcher will be the last recorded out (Okay at any time).
- b. **Elimination and Championship Play:** Team has the option to hit Round Robin or batting 9 only, however, this must be declared no later than the pre-game manager meeting prior to the commencement of each game. If a team elects not to bat all players, ASA rules apply for designated player, substitutions, and courtesy runners with one exception. If any injury occurs and no one is left to re-enter, a player may re-enter to replace the injured player for defense only. An out will be recorded for the next turn at bat of the injured player, however, only the first occurrence. If a team elects to bat Round Robin, they gain a free substitution on defense. However, the courtesy runner for the pitcher and catcher will be the last recorded out (OK at any time).

12. **Protests:** All protests shall be settled immediately at time of protest. Play shall be stopped and the Umpire-in-Chief or Tournament Director will rule on the protest. All decisions will be FINAL. A protest fee of \$50 will be assessed. If the protest is upheld, the funds will be returned. If the protest is lost, the funds are forfeited.

13. **Sportsmanship:**

- a. Team managers are responsible for and must have control of their players, coaches and team players at all times.
- b. Only the Manager/Coach who participated in the pre-game meeting with the umpire may approach or speak with the umpire to discuss a disputed call. This includes

speaking directly to the opposing team.

- c. If a parent has an issue with the umpire or opposing team, they should take it directly to their team manager to discuss and resolve appropriately.

14. Music and Walk-Up Songs:

- a. Music is permitted and must be appropriate (e.g. no foul language or negativity) and the Tournament Director has sole discretion on what is deemed appropriate.
- b. Appropriate Walk-Up Music is permissible and is not to be played when the ball is live.
- c. **Only the Team at Bat** is allowed to play music between innings.
- d. Should there be complaints from neighboring fields, music being used to intimidate the opposing teams or teams blatantly disregarding this rule, no music will be allowed by any team for the duration of the event.

15. Game Live Stream

- a. At our ESO location, games played on Fields 1, 3 and 3A will have live stream access throughout the weekend. Please have your managers ask for the live stream details at check-in so they can share with your teams and families.

16. Scoreboards

- a. On Fields 1, 3 and 3A, teams will have access to our app run Scoreboards throughout the weekend. Please have your managers ask for details at check-in so they can share with your teams and families.

17. Awards:

- a. **Spirit/ MVP Award:** Each team will be asked to present them to the opposing team (1 player) at the conclusion of each Pool Play game.

18. Conduct and Ejections: The So-Cal ASA Code of Conduct will be strictly enforced. Umpires and/or the Tournament Director shall have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objective and purpose of ASA. Any manager, coach, or player ejected from a game shall remain ejected for the remainder of the game and must sit out the next game. Upon ejection, the individual must leave the vicinity of the field. If the ejected person fails to leave the vicinity (at the umpires discretion) the game will end as a forfeit by that person's team.

19. Facility Rules: All visitors to Encino Franklin Fields, West Valley, Northridge and ESO complexes are expected to adhere to the following rules:

- a. No dogs or pets of any kind are allowed, especially on LAUSD property. This includes service dogs. Failure to adhere to this rule could result in forfeiture.
- b. Enter at your own risk.
- c. Park at your own risk. Softballs/baseballs fly anywhere.
- d. No alcoholic beverages - Violation: suspension of the individual(s) and affiliated team(s)/group(s) from our tournament.
- e. No tobacco products are allowed at the West Valley Facility. Should they be found, your team will forfeit all games and be asked to leave their facility immediately.
- f. Please use trash cans.
- g. 10mph speed limit at all times.
- h. Portable grills or any other cooking devices are prohibited.
- i. No entry allowed to any facilities prior to 6:30AM.

20. Other:

- a. No infield practice or warm up prior to commencement of game.
- b. Facility batting cages will be closed to all teams. Pitching cages and other designated open areas may be used for warm-up. Please be considerate of the non-playing public.
- c. Each team is responsible for cleaning their dugout at the end of the game; your

- assistance is greatly appreciated.
- d. Smoking, foul or abusive language, alcoholic beverages and artificial noisemakers ARE NOT allowed anywhere in the complex.
 - e. Each team agrees to furnish their own insurance for all players, and releases ESO Girls Softball and Encino Franklin Fields for any & all responsibility in case of an accident or injury.
 - f. No pets allowed on any of the tournament grounds.
 - g. USA Softball Sunset Clause will be in effect if a game is called due to darkness. Score will revert back to the last completed inning, unless the home team is up to bat and is leading.
 - h. The ESO Snack Barn is cashless and will be accepting **ZELLE, CREDIT AND DEBIT CARDS ONLY.**

8U Division

The following additional Tournament Rules will apply specifically to the 8U Division and will otherwise modify ASA or the above noted rules:

1. Cold Home Plate.
2. No Infield Fly Rule.
3. 6 innings maximum per Game.
4. 10 players on defense, the 10th player will be an outfielder.
5. Free substitution of all players for all positions while on defense.
6. Round-Robin batting.
7. Stealing: one base per pitch, no advancement on an overthrow.
8. No dropped 3rd Strike.

6U Division Game Length

1. Pool Play games will be 1 hour 15 minutes Drop Dead or 5 innings revert back if not complete. Ties are acceptable in pool play. A batter in the box when time expires will be allowed to finish her at bat.
2. Single elimination and the championship game will not start a new inning after 1 hour and 15 minutes. If a tie still stands after either 5 innings or time has expired the International Tie Breaker rules will be used thereafter until a winner is determined.

General Rules

1. Four (4) runs maximum per inning.
2. The home team will be responsible for the score. In addition to the score, report the total number of outs each team has recorded on the scorecard at the end of each pool play game.
3. Coach pitching distance is 30 feet from home plate. A chalk circle will be drawn around the center of the pitching area and will be called the "pitcher's circle."
4. After a ball is put in play, the coach pitcher MUST get out of the way of defensive team players who are attempting to field the ball.
5. The coach pitcher cannot coach base runners from the pitcher circle, nor can he/she coach the batter after the ball is hit.
6. Violations of rule 4 and/or 5 above will result in a dead ball out and all runners will be returned to the last base they occupied at the start of the play.

Offensive Rules

1. Round robin batting order must be used in the 6U division. Every player must bat.
2. Each batter receives 3 pitches (or 4 if foul ball, etc.) from a coach and then; Two swinging (in pool play) or One swing (in elimination play) off the Tee to put a ball in play.
3. There will be a 15-foot arc in front of home plate extending from the first base line to third base line. A hit ball that does not pass this line is considered a foul ball.
4. Runners are allowed to advance one base on an overthrown ball.
5. If a ball is hit off the tee the batter may only advance to 1st base. Any runner on base can only advance

one base off a ball hit from tee. If an overthrow occurs on the hit off the tee play the batter and runners can attempt to advance one additional base.

6. There is no bunting allowed.
7. Base runners cannot leave their base until after the ball is hit and can only advance to home on a ball put in play.
8. For any ball hit in play, play will be stopped and dead ball called when the ball lands or is caught in the pitcher's circle. The definition of "Lands in" is when the ball crosses the pitching circle line (from any direction), regardless of where it ends up. If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle they will advance to that base(s), otherwise they will return to their last base reached safely. Once a ball is declared "dead", it cannot be made "alive" again.
9. The Umpire will determine if an overthrown ball has gone out of play at which point if a runner has already passed the halfway line to the next base, then they can advance to that base.
10. There may be two adult offensive coaches, one at the first base coaching box, and the second at the third base coaching box, in addition to the adult pitcher. All other coaches must be in the dugout.

Defensive Rules

1. A player must NOT sit out in two consecutive innings unless there is an injury that must be told to the opposing manager.
2. No more than 10 players will be allowed on the field at one time.
3. With 10 players on the field there will be 4 outfielders.
4. The catcher must remain in the defensive catching position until after the ball has been hit.
5. No player can be closer to the batter than the pitcher (other than the catcher).
6. All outfielders must be standing in the outfield at least 10 feet behind the base line at the beginning of each play.
7. Two coaches are allowed in the outfield with their team takes the field.
8. Infield fly rule is not in effect in 6U.

Field Locations:

Location #1 - ESO Main Complex: 17301 Oxnard Street, Encino, CA 91316



Location #2 - West Valley Complex: 5607 Capistrano Ave, Woodland Hills, CA 91367



Location #3 - Northridge Complex: 18755 Devonshire St, Northridge, CA

