

**Division 8 and Under**  
**October 6-7, 2007**

**Hosted by:**  
**Orange/Villa Park Girls**  
**Softball League**

**Tournament Director:**  
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**[www.ovpgsl.com](http://www.ovpgsl.com)**

Thank you for participating in the 2007 Pumpkin Classic Softball Tournament! We're looking forward to an exciting and competitive tournament. This tournament packet will provide you with information about the tournament. If you have any questions that are not addressed in this package, please contact **Tournament Director Karen Cavenee at (714) 288-8998.**

**DIRECTIONS TO OVP FIELDS:**

OVP Softball fields are located at the OUSD School District Headquarters at 1401 N. Handy Street in the city of Orange. Parking is available at the district parking lot at the back of the offices (next to the fields), at the parking lot in front of the district offices, and along the north side of Katella Ave. and the surrounding neighborhood streets. **DO NOT PARK at the PRIVATE office buildings close to the fields.**

A copy of a map to the fields and field layout is provided for your convenience.

**From South Orange County:**

Take the 5 Fwy or the 405 Fwy. to the 55 Fwy. North. Exit at Katella Avenue, turn right. Go past Handy Street and make a U-turn at Harding Street (first residential street on your left). You can park along the north side of Katella Avenue or use the parking lots at the OUSD school district.

**From North Orange County:**

Take the 91 Fwy. to the 55 Fwy. South. Exit at Katella Ave., turn left. Go past Handy Street and make a U-turn at Harding Street (first residential street on your left). You can park along the north side of Katella Avenue or use the parking lots at the OUSD school district.

**From East Orange County:**

Take the 241 Toll Road and exit at Chapman Avenue and continue to travel westbound. At Jamboree Road, turn right. Make an immediate left at Santiago Canyon Road (Jamboree will dead end into Irvine Park). Continue traveling west on Santiago Canyon Road as it then becomes Villa Park Road. Continue past Wanda Street and you will see the OVP fields on your right. You can park along the north side of Katella Avenue or use the parking lots at the OUSD school district.

These written directions and downloadable PDF maps are also available on our website at: [www.ovpgsl.com](http://www.ovpgsl.com).

**FIELD USE RULES:**

All participants of the 2007 Pumpkin Classic must adhere to the regulations of facilities by the Orange Unified School District. These regulations will be enforced and we kindly ask all teams, coaches, parents and other tournament visitors for your cooperation and good conduct.

- Please be mindful that our fields are located in a residential area. Please consider our neighbors and be sensitive to noise, trash and parking in the area.
- Parking is limited at the district parking lots. Do not double park. Do not park in restricted areas. Parents may drop-off players, but do not block traffic.
- Sorry, no RVs. No overnight parking.
- Illegally parked cars will be subject to being towed away.
- Bathroom Policy: An adult **MUST** escort ALL children/players to the district bathrooms.

# **TOURNAMENT AND GAME RULES**

The 8U division will play under the Southern California ASA Tournament rules.

## **CONDUCT AND ETTIQUETTE:**

- Managers and coaches are responsible for their team, staff and fans both on and off the field.
- All loud, artificial noise-making devices shall NOT be allowed on or near any playing field.
- Unruly behavior will not be tolerated. Improper conduct during games or anywhere on the premises may result in team disqualification from the tournament.

## **TOURNAMENT CHECK-IN:**

All teams must check-in at least (1) hour prior to their first game. NO EXCEPTIONS, except as follows: If your team is playing your first game at 8:00 a.m., your check-in time will be (45) minutes prior to the start of that game. Tournament Check-In will be located by the Snack Bar.

## **MATERIALS REQUIRED AT CHECK-IN:**

The following items must be presented at the time of check-in:

- **TEAM ROSTER:** To be completed on the attached form. Maximum of (16) players. All teams are limited to the number of players listed on the verified roster and no player may be added or changed after the start of your first game. No travel ball players allowed.
- **PROOF OF INSURANCE:** (Team and/or League).
- **PROOF OF AGE:** All players – No exceptions! Without proof of age, a player will not be allowed to play. Teams should have proof of age documentation available for challenge throughout the tournament. Any ineligible players will result of forfeiture of games played and possible disqualification from the tournament with a loss of all fees paid.

## **GAME SCHEDULES:**

Be prepared to play at your scheduled game times. Games may start early. Any team not ready to play at the scheduled game time will FORFEIT the game, which results in a 7-0 loss.

## **SCOREKEEPING:**

The Home Team in each game will be responsible as the Official Scorekeeper. Home Team will be determined by a coin toss at the pre-game meeting.

All teams will present a batting line-up to the other team prior to the start of the game, which will include all players present, whether or not they are playing a defensive position or substituting. Late arriving players maybe added to the bottom of the batting order. Players leaving early from a game will be stricken from the batting order with NO penalty or “out” taken. If the number of players drops below 9, an out is taken each time the absent players position comes up to bat. A game is forfeit if the number of players drops below 8.

The umpire in each game in the tournament will have a “Game Card” to report the scores of their games to a tournament director at each field. It is the responsibility of a representative from each team, at the end of each game, to verify the accuracy of the score. Scorekeepers should communicate with umpires to ensure the consistency between the “Game Card” and the official book.

## **MERCY RULE:**

- (15) runs after 3 innings and (8)runs after 5 innings - If Visiting Team is ahead.
- (15) runs after 2-1/2 innings and (8) runs after 4-1/2 innings - If Home Team is ahead.
- Championship Game: (12) runs after 5 innings (4-1/2 innings – If Home Team is ahead).

## **POOL PLAY SEEDS:**

Will be determined in the following order:

Win/Loss record; Runs allowed; Runs scored; Coin Toss

### **DUGOUT ASSIGNMENT:**

Teams listed at the top of a bracket will occupy the 3<sup>rd</sup> base dugout. The only exception will be back-to-back games when a team will not be required to change dugouts.

### **GAME TIME LIMITS:**

POOL PLAY GAMES will have a “Drop Dead Time” of (1) hour and 30 minutes. Pool Play games may end up in a tie score.

ELIMINATION GAMES No new inning will be allowed after (1) hour and (20) minutes. These games will be (6) inning games unless the time limits are reached prior to the completion of the (6) innings.

#### **“DROP DEAD” RULES:**

- If the Visiting Team is up to bat when game is called, the score shall revert back to the last completed inning.
- If the Home Team is up to bat when game time is called and they are losing the game, the score shall revert back to the last completed inning.
- If the Home Team is up to bat when 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.
- If the Home Team is up to bat when game time is called and the visiting team has tied up the game in the PREVIOUS HALF INNING, the score will revert back to the last completed inning.
- If the Home Team is up to bat and is leading, the score shall stand and will NOT revert back.
- In elimination games, if regulation play ends in a tie (either by time or innings), the international tie-breaker will be in effect beginning with the 7<sup>th</sup> inning or the first inning to start after the (1) hour and (20) minute time limit; whichever comes first.

#### **CHAMPIONSHIP GAME TIME LIMITS:**

Championship game will be (6) innings. No new inning will start after (1) hour and (30) minutes. If regulation play ends in a tie (either by time or innings), the international tie-breaker will be in effect beginning with the 7<sup>th</sup> inning or the first inning to start after the (1) hour and (30) minute time limit; whichever comes first.

### **EQUIPMENT:**

- Only ASA 10” Worth RIF 1 softballs will be used.
- Only ASA approved softball equipment such as catcher’s gear, bats and helmets may be used.
- All equipment may be subject to inspection by the umpire and can be rejected due to visible damage.
- A safety base (double base) should be used at first base.
- Bases are at 55 feet and pitching distances should be 30 feet.

### **PLAYER ATTIRE:**

- No jewelry or metal hair clips will be worn during games.
- Uniform shirts will be tucked in at all times.
- No metal cleats.

### **PITCHING:**

- No coach pitch. If four balls are pitched, the batter will be awarded 1<sup>st</sup> base.
- Once a pitcher is removed from the pitching position, she may return only once per game back to the pitching position.
- There will be a (15) out per game pitching rule.
- The Semi and Championship Games will have unlimited pitching.

### **WARM-UPS:**

No infield practice is allowed. The dirt area in foul territory may be used for pitchers or ground balls.

### **OFFENSIVE PLAY:**

- Batting order will be round-robin format.  
Each team may score a maximum of 4 runs per inning, with the 5<sup>th</sup> inning being unlimited runs.
- The batter is out on the 3<sup>rd</sup> strike dropped by the catcher, however, the ball remains “live” and runners on 1<sup>st</sup> and 2<sup>nd</sup> base may advance at their own risk. Runners on 3<sup>rd</sup> may NOT advance home.
- Runners on 1<sup>st</sup> and 2<sup>nd</sup> may steal only (1) base per pitch.
  - The ball is live and in play.
  - Runners may not leave the base until the pitch has left the pitcher’s hand. The umpire will declare “NO PITCH” and an “OUT” when the runner leaves too soon.
  - 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.
  - A runner in sole possession of an illegally stolen base shall be returned by the umpire to the correct base without liability to be put out when all other players have stopped. A runner standing on an illegal base cannot be tagged out.
  - A runner not standing on a base CAN be tagged out.
  - Overthrows by the catcher to the pitcher or to the bases DO NOT result in additional bases by the runners. After all play has stopped, if runner(s) had advanced beyond the (1) base to which they are entitled, the umpire will call “time” and return the runner(s) back to the proper base(s).
  - A runner CANNOT steal home – even on a play to another base or an overthrow to the pitcher. Once the runner has touched home plate and after all play has stopped, the umpire will call “time” and return the runner back to 3<sup>rd</sup> base. (Note: A runner can be tagged out while off the base).
  - Sliding is allowed. Collisions must be avoided.
  - Courtesy runners may be allowed for injured players, pitchers and catchers of record WITHOUT penalty. The courtesy runner will be the girl who had the last recorded out.
  - The infield fly rule is not in effect at any time.

### **DEFENSIVE PLAY:**

- Each player shall play a minimum of (3) defensive innings per each game, if present at the start of the game.
- No more than 10 players will be allowed to play defense at one time.
- No more than 5 players (including the pitcher) can be positioned in front of the base line.
- Outfielders and the 10<sup>th</sup> player must remain behind the base line as (4) outfield positions until the ball is hit, or a play is made on a runner (An outfielder may cover a base on a stealing attempt as long as the fielder does not vacate the outfield position before the ball reaches the plate.)
  - NO player, except the pitcher, shall start in a defensive position closer than 25 feet to the base line and the 1<sup>st</sup> base line.
  - There will be “free” defensive substitution during a dead ball situation while on defense.  
Defensive play will end when the pitcher is in the circle with possession of the ball.

### **PROTESTS:**

There will be no protests permitted. All calls made by the umpire will be final.

**OVPGSL wishes your team a great experience at the Pumpkin Tournament.**

**Good Luck !**

