



## San Dieguito Youth Softball

### 2026 Memorial Day Tournament – Softball by the Sea

#### OFFICIAL RULES

##### Facility Rules - Please pass on to all parents.

- Due to city regulations, no parking of motor homes or buses in the parks' parking lot. Golf carts allowed in parking lot only.
- Please obey the temporary no parking signs in the neighborhood around Cardiff Sports Park and Stagecoach Park (see “Park locations and maps” attachment).
- No skateboarding, bikes or barbeques, at all fields or parking lots.
- Please respect and do not park in the designated umpire or snack bar parking areas or spaces. SDYS has the right to have your vehicle towed at your expense.

Scores and brackets will be updated regularly through Tourney Machine. Search for “2026 San Dieguito Memorial Day Tournament”.

## Tournament General Rules

1. Each team must check in at least one hour prior to the start of their first game with Option 1 documents or Option 2 documents:

**Option 1:** USA Softball Championship Roster. All coaches must show proof of Safe Sport requirements and background check. Proof of one coach with Concussion Certification.

**Option 2:** Memorial Day Tournament team roster, proof of insurance, Safe Sport requirements, birth certificates or passport.

Teams must check in before first game at Cardiff Sports Park or Stagecoach Park, depending on the location of the team's first game.

2. Rosters cannot exceed 15 players. No player may be added to the roster after the start of the 1st game.
3. Game balls will be provided for each game played. You must use the provided balls. No exceptions.
4. Dugouts: **the team listed first on the schedule will occupy the third base dugout.**
5. 2026 USA Softball rules will be in effect unless otherwise stated herein.
6. Any team not ready to play **at the scheduled game time** shall forfeit the game with the score recorded as 7 - 0.
7. Due to tight game schedule the game clock starts at the designated game time unless the previous game has run long.
8. Coaches will exchange lineups at the plate meeting with the umpire which will take place 5 minutes before the scheduled game time.
9. Home team will be determined by a coin toss prior to every pool game. Home team for bracket play will be the higher seeded team.
10. No infield practice is allowed, even for the first game of the day. Designated warm-up areas will be provided at each field for the exclusive use of the teams in the next game on that field.
11. Each head coach is responsible for signing game cards with the umpire to verify the final score.
12. This is a pool play and bracket play tournament. Pool play games may end in a tie; however, a winner must be determined in every bracket play game.
13. A tie during pool play will be worth half a win and half a loss when tallied for pool results.
14. Seed Determination. Seeding for bracket play will be determined by pool play results in the following order:
  - a) Win/loss/tie record;
  - b) Head-to-head (unless more than 2 teams in a pool are tied);
  - c) Fewest runs allowed;

- d) Most runs scored; then
  - e) Coin flip.
15. In divisions that have an odd number of teams, one or more teams will play four (4) pool games to ensure that every team plays a minimum of three (3) pool games. The fourth game will not count for or against the team that plays the fourth game for seeding purposes.
  16. Teams are responsible for their conduct, as well as the conduct of their fans, on and off the field during the tournament. Improper conduct during the games, on the park premises, or at local facilities may result in disqualification from the tournament.
  17. No artificial noisemakers are allowed.
  18. Any manager, coach, or player asked to leave the game shall do so immediately. They shall not be allowed on the playing field, dugout area, stands or general vicinity of the game for the remainder of the game. Upon a second ejection, the ejected person may not participate in the remainder of the tournament.
  19. If there are unforeseen events, such as bad weather or other game delays, the Tournament Director reserves the right to modify the tournament structure, schedule, and rules as needed. USA Softball rules are in effect except where amended.
  20. Trash must be picked up after vacating the dugout.
  21. **There are no protests allowed in this tournament.** Calls made on field by umpires are final.
  22. No metal cleats are allowed in any age group except 14u where they are optional.

### **Tournament Game Rules**

- 2026 USA Softball rules will be in effect unless otherwise stated herein.
- Pitching distances: 8U - 30', 10U - 35', 12U - 40', 14U - 43'.
- Bases will be set at 60' for 8U, 10U, 12U & 14U.
- Time limits:
  - For **all pool games**, time limit is 1 hour and 20 minutes - drop dead.
  - All **bracket games** are 1 hour and 20 minutes – no new inning.
  - All **championship games** are 1 hour and 20 minutes - no new inning.
  - In all drop-dead instances:
    - The score will revert to the last completed inning unless the home team has tied or taken the lead in the inning when time is called.
  - During all bracket and championship game play, the international tie breaker rule will be in effect beginning with the start of a new inning after 1 hour and 20 minutes.

- Inning Limits:
  - All 8u and 10u games are 6 innings unless time limits described below are reached.
  - All 12u and 14u games are 7 inning games unless time limits described below are reached.
- USA Softball Mercy Rule is in effect- 15 runs ahead after 3 innings, 12 runs after 4 innings, 8 runs after 5 innings.
- Lineup Options (10U, 12U, 14U):
  - Option 1 - Straight nine: Those nine players can play any position on defense.
  - Option 2 - DP/Flex: 10 players are listed on the line-up, but only 9 bat. The DP can bat for any player that you designate prior to the start of the game. That player is designated as the Flex and must be listed in the 10th spot on the lineup card.
  - Option 3 - EP: This gives you the option to bat 10 players and any 9 can play defense. This player can be placed anywhere in the lineup.
  - Option 4 - DP/Flex and the EP: This allows you to have 11 players listed in the lineup. Only 10 will bat, any 9 of these players can play defensively, but the Flex must always play defense. The Flex must be listed in the 11th spot on the lineup card.
  - Option 5 - Batting the entire roster: Everyone on the roster bats and any nine play defense.
- If a team bats its entire roster and selects to use a courtesy runner, the last batter out must be used as the courtesy runner. If a courtesy runner is used during the first inning with no outs recorded, then the last batter in the lineup must be used. Courtesy runners may be used only for the pitcher and catcher of record. If a team does not bat entire roster, then USA Softball rules are in effect.

### **8U Special Rules**

- Four (4) runs max per inning. USA Softball Mercy Rule will be in effect.
- Dropped third strike and infield fly rule are not in effect.
- Runners may only steal one base per pitch, no advancing on an overthrow. If a runner overruns the base for any reason, they may be tagged out.
- Cold home plate; No stealing home. Runners can only score on hit ball or if runner is forced home on a walk/hit by pitch.
- Runners cannot advance past first base on a walk until next pitch.
- Pitching: Called balls and strikes. No coach pitching.
- Defense will consist of 10 players. 10th player will be an outfield position. No more than 6 players can be positioned in the infield prior to a pitch.
- Team has option of batting entire roster or batting 10.

### **10U Special Rules**

- Four (4) runs max per inning. USA Softball Mercy Rule will be in effect.
- Dropped third strike and the infield fly rule are in effect.

### **12U Special Rules**

- Five (5) runs max per inning. USA Softball Mercy Rule will be in effect.

### **14 U Special Rules**

- Five (5) runs max per inning. USA Softball Mercy Rule will be in effect.

### **International Tie-breaker**

In the event of a tie game at the end of regulation play, each remaining inning will start using the international tie-breaker. The team will place the player with the last completed at-bat from the previous inning on 2<sup>nd</sup> base to start the inning.