

2020 Boca Burn

Charity Softball Tournament

General Tournament Information

The Tournament will be hosted and supervised by the Boca Raton Fire Rescue Services Department, and Boca Raton Firefighters and Paramedics Benevolent. For any further information, go to our website (www.BocaCares.org) or contact one of the following:

Tournament Director: Chris Carr 954-729-6520 bocaburn@bocacares.org

Injuries occurring during regular tournament play are to be reported to the Tournament Director & the Boca Raton Parks & Recreation Department **The City of Boca Raton does NOT carry insurance covering injuries incurred on the field. Players “play at their own risk”.**

Unfortunately, the Drinking of Alcoholic Beverages is not permitted in any City of Boca Raton Parks. Please do not bring any alcoholic beverages to the park, as this could result in a forfeiture of games and/or removal from the park.

Fighting on the field of play will result in immediate ejection from the game and suspension from the tournament for those responsible.

Awards will be made to the 1st, 2nd, & 3rd Place finishers in each Division as follows:

- AAA Division: 1st = \$300 Gift Certificate 2nd = \$150 Gift Certificate 3rd = \$75 Gift Certificate
- AA Division: 1st = \$300 Gift Certificate 2nd = \$150 Gift Certificate 3rd = \$75 Gift Certificate
- A Division: 1st = \$200 Gift Certificate 2nd = \$100 Gift Certificate 3rd = \$50 Gift Certificate

Tournament Rules

1. This is a USSSA tournament. USSSA rules, as outlined in its latest publication, will govern play.
2. All the Rules apply to both Pool Play & Divisional Play-off Brackets.
3. All teams must submit a player roster containing no more than twenty (20) names 30 minutes before their 1st game at the registration table. All team members must have Department ID available throughout the tournament. **Fire Department, EMS & Law Enforcement personnel only, as random team ID checks may be made during the Tournament. Civilians such as Chaplains, Inspectors, Reserves, Explorers, Crime scene techs, etc are eligible as long as they have a current Department Photo ID.** If wristbands are used, any player not wearing the wristband will not be allowed to play. If the player was not listed on the roster then the team will forfeit. **Players can play for two teams as long as the player is listed on both rosters by the 2nd Pool Play game, but can only play for one team at a time.**
4. Illegal Bats: For this tournament, an illegal bat will be one that is not supplied by the Tournament Host. If a player steps into the batter's box with an illegal bat, he will become an automatic out. If any players are found to have batted with an illegal bat, the player(s) will be ejected from the game. (**see end notes)
5. Games will be played as shown on the official tournament schedule. If a team cannot field nine (9) players at the proper time, the game will be forfeited. Teams will be given a ten-minute grace period for the first scheduled game of the day. **A forfeit will be recorded as a 7-0 final score.**
6. There will be a 1 hour time limit, unless conditions warrant otherwise. The Semi-finals will be 1:15, and the Championship game 1:30. The Tournament Director reserves the right to modify the game time limit and format (ie, One-pitch) in the best interest of completing the tournament in a timely manner.
7. No infield warm-up time will be provided; only 1 minute between innings.
8. The team manager/coach is the **only** person to discuss calls with the umpire. If another player does, he will receive one warning. After that, he will be ejected from the game.

9. All teams are requested to wear matching Uniform shirts with 4" or Larger numbers on the back. **Numbers on jerseys are required...no number, no play**
10. **The umpire will keep the score on the field.** It is the responsibility of both teams to ensure that the correct amount of runs are counted during the game and to check with the umpire after each team bats. The umpire will maintain the game scorecard, confirm with both teams at the end of the game and turn it over to the Tournament Director to record on the Tournament Standings Board.
11. Teams must start and finish all games with at least nine (9) players. **Teams may bat up to 12 players**, but must inform the umpire & other team prior to start of game. If a batting position is voided it is an out.
12. Mercy rule: **20** runs after **3** innings, **15** runs after **4** innings, **10** runs after **5** innings.
13. The 3-2 rule will be in effect. There will be **no** extra foul ball
14. Strike zone: A legally pitched ball that strikes the **mat or the plate** is considered a strike
15. **Home Run Rule: 3 home runs and 1 up**.** Home Runs exceeding the limit will be counted as outs.
16. Extra Innings or if tied after time limit: One Pitch with last batted out on 2nd base. Other rules stay in place.
17. Courtesy Runner Rule:
 - The courtesy runner must be the last registered out.
 - One courtesy runner per inning will be allowed.
 - In addition, a courtesy runner may also be designated for any **two** players currently in the game as long as the umpire and other Team is notified prior to start of the game. The players must also be designated by their number and/or name.

****Addendum & clarification**

Illegal Bat Rule: Since this is a "Supplied Bat" tournament this shouldn't be an issue. Players can only use the bats that are supplied by the Tournament Host. The supplied bats will be of the following sizes (26, 27, 28). Players should leave their bats in their gear bag (no personal bats outside the dugout).

Home Run Rule: No team can go past 3 Home Runs until both have reached the limit (3). Once the limit is reached by both teams, only the Visiting Team (Visitors) will be allowed to have one additional HR above the other team. The Home Team can only match (even-up) the HR's of the Visiting Team.

Purpose: The Home Team cannot go "one up", as the Visitors would not have a chance to match if it happened in the last inning of the game. Due to time limits, mercy rule, weather, extra innings, etc. the last inning could be the 3rd inning of the game or even the 12th inning. This will ensure that the Home Team doesn't have an unfair advantage of hitting an extra HR that the Visitors couldn't match.

Pool Seeding *

This will be a 3 game pool play followed by a tiered Divisional play-off bracket. **If a team forfeits any pool game they will be the lowest seed in their Pool.** The seeding for each Pool will be done as follows: Win-Loss Record, Head to Head, Runs Allowed, Run Differential. If still tied, the teams can agree to flip a coin, play rock-paper-scissors, play flip-cup, etc. The highest seed will be the home team for their 1st play-off game.

Divisional Play-off Bracket Seeding *

The Top 2 teams in each Pool will advance to the AAA Division Bracket. Those in the AAA Division who lose their first game will proceed to AA Division Bracket. A select number of lower seeded teams from each Pool will advance to the A Division Bracket. The seeding for the AAA & A Divisional Brackets will be in the same order as the pools, with the exception of the Head-to-Head. One wild card team will be chosen from the 4th place finishers to make 6 teams for the A Bracket. The higher seed will be the home team for their 1st Play-off Game.

*** Unequal Pools**

If the pools have unequal amount of teams then the seeding for Bracket placement will consist of Win-Loss Record (0 losses will be ranked highest, 1 loss next), Average of Runs Allowed & Average of Run Differential