



Clinton City Recreation/ USSSA Softball  
**ICEBREAKER TOURNAMENT**  
May 24<sup>th</sup> and May 25<sup>th</sup>  
2024

Coaches and Managers:

Thank you for registering for this year's Clinton City Icebreaker Tournament. Please review the following information in preparation for the season.

- **Tournament Days:** Friday, May 24<sup>th</sup> and Saturday, May 25<sup>th</sup>
- **Game Guarantee:** 4 Games Guaranteed (2 Pool Play Games and 2 Tournament Games)
- **Start Times:** Friday, May 24<sup>th</sup> at 4:00 pm, Saturday, May 25<sup>th</sup> at 8:00 am
- **Game Schedules:** Schedules will be posted and updated on [quickscores.com/clintoncity](https://quickscores.com/clintoncity)
- **Championship Game:** "Winner Takes All" format with **NO** double elimination "IF game".
- **Rosters:** This is a USSSA Softball sanctioned tournament and all teams must be registered with USSSA Softball. Official USSSA rosters must be completed, finalized, and uploaded on your USSSA Team Manager account at least 24 hours before your first game.
- **Insurance:** All teams are required to have a team insurance policy from a sanctioned organization.
- **Requests:** No scheduling requests will be accepted.
- **Field Locations:**  
Civic Center Park (Fields: Blue, Red, White, Green, East, and West)  
1651 W. 2300 N.  
Clinton, UT 84015
- **Coaches/Managers Responsibilities:** It is your responsibility to check the schedule frequently for game updates and changes.
- **Rainouts:** Rainout games are not guaranteed to be rescheduled. Games called after 45 minutes have been played will stand and will not be rescheduled. The final score will revert to the last full inning.
- **Rainout Phone #:** 801-614-0796
- **Softball Complex Phone #:** 801-614-0892
- **Refunds:** Team withdrawal before May 3<sup>rd</sup> will be subject to a \$10.00 administrative handling fee. No refunds will be given after May 3<sup>rd</sup> for withdrawals.

\*\*\* If the tournament gets rained out, refer to the following refund schedule\*\*\*

Number of Games Played	Refund Amount
1 Game Played	70% of registration fee
2 Games Played	45% of registration fee
3+ Games Played	No Refund

We ask that you share this information with your players and parents.

If you have any questions or concerns feel free to call 801-614-0780 or email [hwalker@clintoncity.com](mailto:hwalker@clintoncity.com).

Hannah Walker  
Tournament Director  
Clinton City Recreation

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**The USSSA Fastpitch Official Rules will govern play except as amended by the following Clinton City Recreation Department bylaws:**

**1. Format**

Each team will play two games in their respective pool. Following pool play, all teams will be seeded to advance to bracket play in an Upper/Lower bracket format.

**2. Mercy Rule**

A team that has an 8 run lead after 60 minutes will be awarded the win and the game will be declared over.

**3. Run Rule**

A team's turn at bat ends when the team scores 6 runs regardless of the number of outs in their half of the inning. Continuation runs after the 6<sup>th</sup> run do not count.

- Exception: All runs will count until the completion of the play in which the 6<sup>th</sup> run is scored. If it is an "over the fence" home run. (e.g. if the bases are loaded and an over the fence home run will yield 9 runs to be recorded)

**4. Offensive Re-Entry Rule**

Any player may be substituted for or replaced and re-entered once, provided the players occupy the same batting position in the batting order. The starting player and their substitute may not be in the line-up at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position this is considered an illegal re-entry.

**5. Courtesy/Speed Up Runners**

Courtesy/Speed Up Runners are allowed for the pitcher and catcher. The batter must run to first base before the courtesy runner can enter the game. The same runner cannot be used for the pitcher and the catcher.

**6. Open Defensive Substitution**

Free substitution will be used in this tournament.

**7. Line-ups**

- A) Teams have the option to bat their entire roster.
- B) **All line-ups must be submitted to the Umpire at the pre-game conference 5 minutes before game time.**
- C) The line-up submitted to the plate umpire becomes official at this time.
- D) If a player must leave the game due to injury or an emergency situation, and there is no substitute, that player's position in the batting order is dropped.
- E) If a player leaves the game due to ejection, and there is no substitute the game is forfeited.

**8. Dugouts**

Dugouts will be assigned on a first come, first serve basis.

**9. Home vs. Guest**

- A) During pool play, the Home team will be determined by a coin flip with the umpire at home plate. Winner of the coin flip will choose if they want to be home or guest.
- B) During bracket play the higher seed will be the home team. If teams are the same seed from their respective pools, a coin flip will occur to determine the home team.

**10. Pool Play**

- A) Games consist of sixty-five (65) minutes or seven (7) complete innings. No new inning will begin after 65 minutes for all age groups.
- B) Pool Play games may end in a tie

**11. Bracket Play**

- A) Games consist of seventy-five (75) minutes. No new inning will begin after 75 minutes for all age groups.
- B) Games will be played to their conclusion using the following tie-breaker rules:
  - International Tie-Breaker (first additional inning): a runner will begin the inning on 2<sup>nd</sup> base.
  - Progressive Tie-Breaker (second additional inning): a runner will begin the inning on 1<sup>st</sup> and 2<sup>nd</sup> base.
  - Full Bases Tie-Breaker (third additional inning): a runner will begin the inning on 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base.
- C) During tie-breakers, the offensive player(s) who is scheduled to bat last in that respective half inning will be placed on the base(s).
- D) **Championship Game will be Winner Takes All (No IF Game)**

**12. Bracket Seeding:**

This will ONLY be used to seed teams into the bracket. Equally seeded teams in the bracket will conduct a coin flip to determine Home and Guest teams.

**TEAM POOLS**

- A) Winning Percentage
- B) Number of Wins
- C) Number of Loses
- D) Tied Teams (vs. each other); Head-to-Head, Run differentials, forfeits, coin toss.

**13. Official Game Time & Score**

Official time and score is kept by the Umpire. Game time begins when the teams are instructed to take the field. Please have your line-ups ready before the game to prevent any delay.

**14. Warm Ups**

- A) No warm-up practice will be permitted on the infield dirt when any member of the grounds crew is on the field, this includes outside the baselines. When there is not any member of the grounds crew on the field, warm-ups can be conducted outside the baselines before the game begins. This includes any forfeited ball games.
- B) Pitcher Warm-Ups: Warm-ups between innings is 1 minute or a maximum of 2 pitches.
  - Exception: The pitcher at the beginning of the game and each new pitcher may receive a maximum of 5 warm-up pitches.

**15. Forfeits**

Game time is forfeit time, unless a team is delayed by a late running game. Teams that play back to back and must change fields will have 10 minutes to change fields and start the next game.

**16. Awards**

Individual awards will be presented to each member of the Tournament Champions and Tournament Runners Up in both the Upper and Lower Brackets.

**17. Team Manager Responsibilities**

- A) Clarify any questions that arise from your team.
- B) Obtain information as to the time, location, and information of rescheduled games.
- C) Check the scores of their games before leaving the field or the park.
- D) Check the schedule often for tournament games time and location
- E) Coaches are required to be in proper uniform – No flip flops or open toe shoes are allowed.
- F) Ensure that teams and spectators clean up their dugout, bleachers, and fence-line. All garbage, water bottles, food, equipment, papers, decorations, etc. must be cleaned up after each game.

**18. Unsportsmanlike Conduct**

Clinton City Recreation has zero tolerance for unsportsmanlike conduct. Unsportsmanlike actions include, but is not limited to: casual profanity, inappropriate language and gestures, behavior that is dangerous or obnoxious, throwing equipment, intimidation, unnecessary roughness, trash talking,

taunting, physically/verbally attacking someone, or any kind of negative actions directed towards an umpire, supervisor, field crew, concessions, player, coach, spectator or city personnel. Any player, team manager, or spectator who fails to act in a sportsmanlike manner before, during, or after a game will be ejected from the game and/or premises and may be suspended from further participation by the Clinton City Recreation Department. Any Recreation Personnel has the right and responsibility to ask a person to leave the field and possibly the park.

**19. Ejection**

- A) A player or team manager/coach ejected from a game will be automatically suspended from the next game.
- B) Depending on severity, ejected individuals may also be asked to meet with a USSSA representative to determine further action with the organization.
- C) Fighting will be a minimum of a 1-year suspension. The ejection includes the playing facility and Clinton City Park property.
- D) Depending on the severity of the action a warning may or may not be issued by the game Umpire. The warning is left to the discretion of the Umpire. On the first or second, if a warning is given, occurrence the player will be ejected from the game. If the behavior continues after the player has been ejected, that player's team will forfeit the game.
- E) If an ejected person does not leave the field/premises immediately, the game will be stopped and declared a forfeit.
- F) All teams are responsible for their spectators. Teams may be ejected for unruly spectators.
- G) In severe cases, the player may have to leave the game with the parent/spectator in an ejection situation.
- H) Law enforcement may be called when deemed necessary. Additional action may be taken including, but not limited to: probation or total suspension.

**20. Music**

No music shall be played while the game is in progress. Warm-up music must be at an appropriate level that does not disturb another team or umpire. If teams continue to abuse the music rules, the umpire may call the game and the violating team will have an automatic forfeit.

**21. Clean Up**

Teams and spectators are responsible to clean up their dugout, bleachers, and fence-line. All garbage, water bottles, food, equipment, papers, decorations, etc. must be cleaned up after each game. Teams who leave a mess in their dugout, bleachers, or fence-line may be ejected from the tournament.

**22. Park Ordinances**

All posted park ordinances will be enforced. All violators of Park Ordinances may be issued a citation by the Clinton City Police Department.

- A) Litter/Waste- Help us keep costs down! It takes park personnel a lot of time to clean up garbage. Deposit all litter in receptacles provided.
- B) Sunflower Seeds- No sunflower seeds are allowed in the park.
- C) Alcohol- The possession and/or consumption of alcohol on Clinton City property is strictly prohibited. If you or any member of your team is caught with alcohol or smelling of alcohol your team will forfeit the game. If you are caught with it after your game you will forfeit your next game.
- D) Smoking/Tobacco- including E-Cigarettes, vape, etc. is prohibited in the park.
- E) Impairment- Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play/coach.
- F) Pets- No dogs, cats, or pets are allowed in the park.
- G) Parking- Patrons park their vehicles on Clinton City property at their own risk.
- H) Excessive Noise- Teams and spectators are not allowed to make excessive noises of any kind included but not limited to: whistles, horns, paddles, bells, etc.
- I) Scooters/Bikes/Skateboards/Rollerblades/Motorized Vehicles- All motorized and non-motorized vehicles are prohibited in the park.

**23. Protests**

All protests must be made by the team manager and must be done in an appropriate manner. Softball Protest Forms are available from the Site Supervisor.

- A) Fee- Those who wish to protest must write a check for \$50.00 payable to Clinton City Recreation and give it to the site supervisor. A Softball Protest Form must also be filled out. The deposit will be refunded if the protest is upheld.
- B) Rule Protests – Rule protests are allowed if the Team Manager announces the teams’ intent to protest a rule with the Umpire before the next pitch. The Umpire will notify the other team and site supervisor. A \$50.00 (Check) protest deposit and Softball Protest Form must be submitted to the Site Supervisor by the Team Manager explaining any protest. The Umpire may add a maximum of 10 minutes to the game to make-up for time required to file the protest. If the issue is not resolved on site, the Tournament Supervisor will review the protest and contact the Team Manager once a decision has been reached. Clinton Recreation has the final decision over tournament issues.
- C) All Protests must be made within 24 hours of start time of the game in question.
- D) Umpires Judgment – An Umpire’s judgment is not subject to protest.

#### **24. Player Eligibility**

- A) An eligible player is defined as a player who is officially registered on the team roster. A \$50.00 (Check) protest deposit and Softball Protest Form must be submitted to the Site Supervisor by the Team Manager explaining any protest. If a player is questioned as to their identity by the Recreation Department, that player must present identification within one hour or before the next game if it is tournament play, or be ruled ineligible. If a player is declared ineligible, that game and any other game that player has played or does play during that night will be a forfeit.
- B) Player Eligibility - If a Team Manager wants to protest the eligibility of a player it must be before the end of the game. The game clock will not be stopped for an eligibility check. Challenged players will have 20 minutes to produce an ID. If the ID is not presented by the end of the 20 minutes, the player will be declared illegal. The game will be played under the protest and a ruling will be made based on the team’s roster. The challenging Team Manager must submit a written Softball Protest Form to the Site Supervisor explaining any protest within 20 minutes of the end of the game. The Site Supervisor has final determination over a player’s eligibility.
- C) The Site Supervisor may ask for identification from any player he/she feels is violating the rule of using someone else’s name and reserves the right to conduct ID checks prior to the start of the game/tournament.
- D) Teams with players or guest players that are not written on their original printed roster or are not added online through Team Manager may be suspended for a period from USSSA events, the player(s) will be deemed ineligible and the game(s) forfeited.

**\*\*UPDATED 02/09/2024\*\***