

2010 Pleasant Hill

8 UNDER TOURNAMENT RULES

ASA Rule modifications & Tournament Procedures

1. All Games will be governed by the A.S.A. Rules and Guidelines for 2010 Fast Pitch Softball, except where modified with these rules.
2. Age requirements: 8 years or under as of 12/31/2009.
3. Each team's manager must check in at the welcome table and present of copy of proof of insurance for their team.
4. Teams not present at game time will forfeit the game. Teams should arrive early enough to be ready to play at game time.
5. A team should consist of at least 9 players at the start of the game. Ten (10) players maximum are allowed on the field at one time (4 outfielders).
6. Teams listed first for each game will have the third base dugout. For back-to-back games on the same field, teams will remain in same dugout.
7. Line-ups must be presented to the umpire. There will be one umpire per game.
8. Home teams will be determined by a coin toss by the umpire prior to each game at the time line-ups are presented.
9. Home team may provide a scorekeeper for each game if requested by umpire.
10. No protests will be allowed. Umpires will make on-the-spot decisions regarding rule interpretations or situations not specifically covered by the rules.
11. Managers are responsible for the conduct of their players and fans. Any player, coach, or fan that displays unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds.
12. Umpires, during games, and/or tournament officials have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objectives of the A.S.A.
 - a. A warning for the first offense may be issued at the umpire's discretion.
 - b. The second offense by coaches or players will result in ejection of the responsible individual(s) from the game.
 - c. Third and subsequent offenses by a spectator will result in the ejection of (1) Manager, (2) coaching staff, and (3) players.
13. No alcoholic beverages are allowed on the premises.
14. Each team is responsible for cleaning their side of the field and dugout at the completion of their game.

15. No bunting or stealing. A secondary lead can be taken once the ball has been pitched. No enforcement of the infield fly rule.
16. No advancing on a dropped third strike, passed balls or wild pitches.
17. During pool play (Day 1) games are 4 innings max or 80 minutes drop dead. No new inning may start after 70 minutes but any inning that has started may be finished. On Sunday (Day 2) the same time limits apply; however, the championship game shall be 5 innings with no time limit.
18. Five runs per inning max for the first 2 innings, unlimited after that. Mercy rule in effect: game ends when one team is ahead by 10 or more runs.
19. Base paths are 55 feet. The pitching distance is 32' 6" from front of the rubber to the back of home plate. An 11 inch reduced impact ball will be used.
20. A secondary lead is permitted at the runner's risk once the ball leaves the pitcher's hand. Runners may be picked off and may not advance in case of an overthrown pick-off attempt.
21. Outfielders must be on the grass during the pitch.
22. Two inning max per pitcher per game.
23. Pitchers must start with both feet in contact with the pitcher's plate and any step from there must be a forward step.
24. Continuous batting for entire team and free substitution is allowed.
25. Hit by Pitch Rule: Upon the 3rd batter hit within an inning by the same player pitcher, the pitcher must be removed from the mound for the duration of the inning. Pitcher will be allowed to pitch the next inning provided it is her second inning.
26. No walks allowed – after the player pitcher pitches four (4) called balls, offensive coach will come in to pitch. The pitcher will pitch unless the batter has struck out, hit the ball in play, or there have been 4 called balls, whichever occurs first.

Coach pitching rules:

- a. Coach pitches from mound.
 - b. Coach must start with both feet in contact with the pitcher's rubber.
 - c. Strike count stays the same, Ball count goes to zero.
 - d. Umpire remains and calls Balls and Strikes.
 - e. Three pitches maximum by coach unless third pitch is a foul ball or foul tip.
 - f. Foul balls and foul tips count as a strike, but a foul ball or foul tip will not be recorded as an "out" for the third strike unless the ball is caught.
 - g. Batted ball that hits the coach pitcher is a dead ball and counts as no pitch against the coach.
 - h. Catcher for defensive team shall remain in position and not stand up during coach pitch. If catcher stands the Umpire may call no pitch and it will not count as a pitch.
27. Hit batter is awarded 1st base by the umpire, but in the event that the batter made no attempt to avoid the pitch, the pitch will be counted as a ball and the batter will not get the base. The hit batter may choose to decline the award of first base and continue batting- please encourage the girls to stay and hit. A girl that is injured by a pitch may be replaced by a pinch runner for any duration required in order for the injured player to recuperate.

28. Batter and Runner advancement rules:

Situation 1:

- a. Balls hit to outfield (grass), or
- b. Balls hit to infield (dirt) and a fielding error occurs and ball goes into the outfield (grass)

Result: Runners may advance to the bases they are running too, until the ball is in possession of an infield player or they will be called out if physically tagged by a fielder.

Situation 2:

- a. Balls hit to infield (dirt)

Result: Runners may advance only to the base they are running towards. Ball thrown to 1st base stops all play even if there is an overthrow. A ball thrown to 2nd, 3rd, or Home does not stop play if there is an overthrow. Maximum one base advancement on an overthrow or overthrows to bases other than 1st (multiple overthrows do not yield multiple advancements). Ball thrown to pitcher's circle or pitcher (does not need to catch the ball) stops all play. *Fielder must attempt a play or throw to the pitcher's circle or pitcher to stop play.*

29. Coaches are not permitted on the field during defensive play, unless time is called for quick adjustment. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. Umpires will not permit play to resume until all coaches have left the field

30. Players must play 1 inning in the infield within the first 3 innings.