



# **NORTHVILLE EARLY BIRD TOURNAMENT**

## **25<sup>TH</sup> ANNUAL**

### **MAY 10<sup>TH</sup> – 12<sup>TH</sup> 2019**

#### **2019 TOURNAMENT 8U SOFTBALL RULES**

- Pool games will be officiated by one umpire. Bracket games will have 2 umpires.
- A legal starting lineup is a minimum of 9 players. No games will be played when a team has seven or fewer players available. If a team has only eight batters, the ninth batter will be an automatic out.
- If a player leaves the game before the conclusion due to an injury, she may be skipped over.
- Free defensive substitution is allowed for all players.
- All players on the roster will bat.
- Every player in uniform shall play a minimum of 3 innings per 6 inning game. This is on the honor system and the umpire will not track this. Please comply with this rule in the spirit of this community-based tournament.
- The ball to be used is the 11-inch softball (not softies). Game balls to be provided by tournament host.
- Catapult pitching machine will be used for all games and the offensive coach will operate the machine. The machine will be placed approximately 35 feet from home plate. The speed of the pitching machine will be set at 35-40 mph. Five pitches will be allowed. No balls and strikes will be called. After 3 swinging strikes, the batter is out. If the 5th pitch or 3rd strike (whichever comes first) is fouled off, player will continue to get a pitch until ball is hit fair or 3 strikes occur. In the event the player does not swing at the 5th pitch, she is out and the at bat is complete.
- Pitcher position must wear a face mask and stand to the left side of the coach for left handed batters and to the right side of the coach for right handed batters. At least one foot must be in the chalked circle.
- A batted ball that hits the machine or the umpire will be considered a dead ball. The batter will be awarded 1st base, and all forced runners will advance one base.
- 3 strikes will be an out. No walks.
- No bunting or slapping. If player attempts to bunt, it will be called a foul ball.
- No steals and no leadoffs. Runner must remain in contact with the base until the ball is hit.
- No infield fly rule is in effect.
- A batter cannot advance on a dropped 3rd strike.

- A half inning will end after 3 outs or 5 runs, whichever comes first.
- A team can score up to 7 runs in the 6th inning ONLY. If your game doesn't make it to the 6th inning due to time limits, you do not have the ability to score 7 runs.
- Runner may advance 1 base on an **obvious** overthrow to any base. This does not include a ball that was mishandled by the 1st, 2nd, or 3rd baseman. All forced runners may advance 1 base on the overthrow.
- Play ends when an infielder has possession of the ball in the infield. A runner who violates this must go back. Umpire will determine if runner was more than half way to next base when play is over. If more than half way to the base, runner gets that base. If less than half way, runner will retreat. This is in the umpire's judgement and the call is not to be argued by players, coaches or fans.
- A courtesy runner can be used for the catcher at any time. The last out will be the courtesy runner.
- If a player is ejected from the game, when they come to bat, they will be an automatic out. If a player is injured or leaves early from the game, they will be skipped in the batting order with no penalty. If a team falls below the nine player limit in the batting order, the ninth spot will be an automatic out.
- On close plays at any base except first base, the runner shall slide or give themselves up. A player can be called out and even removed from the game if the umpire feels that the contact should have been avoided.
- No defensive coaches in the field during the game.
- No coaches or parents are to be behind the catcher collecting balls.
- No arguing calls made by the umpire. This includes players, coaches and fans.
- Home/Away team is determined by coin flip.

### **RUN RULES:**

- The Mercy Rule includes: 15 runs after 3 and 4 innings, 12 runs after 5 innings and 8 runs after 6 innings.
- Team scorekeepers are to check in with the other team's scorekeeper after each inning to verify runs scored that inning.
- No NEW inning will start after 1:20 minutes. If you are in the middle of the inning when the time limit hits, you will finish that inning. All runs and least number of runs could play into tie breaking, so even though you may be down by more than 5 runs, games will be finished at the conclusion of the inning – if the time limit hits.
- If the game is tied after the time limit during pool play games, the game will end in a TIE.

### **TIE BREAKER**

1. Head to Head
2. Least runs given up
3. Most runs scored
4. Coin flip