

2019 8U Rules for Shamrock Showdown Tournament

EQUIPMENT

- We will use an eleven (11) inch softball, preferably a Dudley SBC11 with an ASA stamp.
- Pitching will be handled by the provided blue Louisville Slugger Pitching Machine and set at 30-34 mph. (Power Lever must be set between 4-6). Teams are not allowed to swap in their own pitching machine or make further adjustments.
- All equipment including team banners, posters, chairs, bags, etc. must be removed from the dugout and surrounding area after each game.

DIMENSIONS

- The pitching plate will be placed at 35 feet.
- Base distances will be 60 feet.

GAME PLAY

- Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.
- There will not be umpires for tournament games. The closest coach to the play has responsibility for making an unbiased call. Calls will not be disputed, this is 8U softball.
- The home and visiting team will be determined by a coin toss.
- After the game, the winning team is responsible to report the score to the on-site coordinator located at the concession stand.
- Defense will have no more than 9 players on the field and must be positioned to conform to standard softball play. i.e. no shifts or playing infielders significantly off the baseline.
- It is strongly encouraged to rotate players in to multiple positions during a game.
- Each batter gets 3 swings or 5 pitches unless last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.
- Bunting is not allowed.
- The Infield Fly Rule will not be applied.
- Runners will not be allowed to advance after a dropped third strike.
- Stealing is not allowed.
- Designated players (DP) will not be allowed.
- Leading off is not allowed. Runners may not leave their base until ball makes contact with the bat.
- For safety purposes the pitcher must stay in the pitcher's circle until the ball contacts the bat.
- Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
- Outfielders must start the play standing on the grass at the edge of the infield. They can't move off the grass until the bat has made contact with the ball. All fields used during the tournament are cut for softball; no artificial arc will be in use.

- Players and runners will stop when:
 - A ball that never leaves the infield: Once a fielder has control of the ball, the runners must stop at the base they are in the process of running toward. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.
 - A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, **the act of throwing the ball** in is the attempt at making the correct play. Players must stop at the next base.
- Teams will bat the roster.
- Teams may play with less than 9 players without consequence.
- If a team has less than 9 players from their approved roster available to play, they may borrow a maximum of two players from another 8U team. However, those players may only play an outfield position and must bat last in the lineup. The coach with the borrowed player(s) must notify the opposing coach prior to the start of the game.
- Half innings are complete after 3 outs or 5 runs
- Run ahead rule: 15 after 3, 12 after 4
- Games will be 5 innings. No new inning will start after 60 minutes unless the game is tied. If the game is tied after 5 innings, an additional inning will be played until the tie has been broken with both teams having an opportunity to bat.
- Teams may have two offensive, two defensive, and one pitching coach on the field to help train and teach the game.
- Coaches are part of the field and are in play and need to make every effort to stay out of the player's way.
- The coach feeding the pitching machine must keep a maximum of two softballs in his/her possession, and may not be on the ground near the machine.