



Playing Rules: All Next Generation events will play modified ASA Rules

Age Eligibility

12U - players born after Dec. 31, 2005

14U - players born after Dec. 31, 2003

16U - players born after Dec. 31, 2001

18U - players born after Dec 31, 1999

At check-in all coaches must show proof of Team Insurance

In Pool Play, teams must bat a minimum of 9; no maximum of batters in lineup.

In Pool Play, courtesy runners for pitcher and catcher may be last batted out or a substitute.
Pinch Runners must be substitutes.

In Bracket Play, teams must bat a minimum of 9; maximum of 11 batters in lineup. (1 Designated player, 2 extra players).

In Bracket Play, courtesy runners for pitcher and catcher may be last batted out or a substitute.
Pinch Runners must be substitutes.

NO METAL CLEATS IN THE 12U,10U, & 8U DIVISION

Pitching distance - 12U Division 40 Feet

Pitching distance - 10U Division 35 Feet

All other divisions will be 43 Feet

Both feet must be in contact with pitching rubber prior to forward stride.

If ejected a coach or player must sit out next game

Time Limit in Pool Play is 80 minutes Drop Dead; Time Limit in Bracket Play is 80 minutes, finish the inning

Tie-breaker will begin after time has expired or top of the 8th inning.

Run-Rule: 15 after 3, 10 after 4, 8 after 5

Protests: This is a non-protest tournament.

Coin toss for home/visitors will be at home plate before the game begins.

The home team scorebook will be used as the official scorekeeper unless the team has no score book in which case the visitor book may be used. In the complete absence of a scorekeeper from either team, the umpires scorecard will be used. Both teams should check the umpires scorecard after the game.

8U Rules

General Rules:

1. All sanctioned 8U tournaments will be classified as "OPEN".
2. All 8U teams are classified as "OPEN".
3. 11" low compression softball.
4. These are the official rules for Next Generation tournaments.
5. Bunting IS NOT allowed.
6. 5 Inning games or 55 minute time limit.

Base Running:

1. Bases: 60 Feet
2. 5 Run Limit per inning. The game is over when mathematically impossible for one to tie the game in 5 innings
3. Stealing bases is not permitted.
4. Runners may not leave bases before the ball crosses the plate.

Fielding:

1. 10 players may be allowed on defense in the field at any one time, four of which are outfielders. Outfielders must position themselves at least 10 feet behind the baseline.
2. No Infield Fly Rule.
3. Play stops when ball hit to outfield is controlled by an infielder and has stopped lead runner.

Batting:

1. Everyone bats and free defensive substitutions.
2. No dropped 3rd strike. Runners may not advance.
3. Bunting is not allowed.
4. Batter gets 5 pitches. Three strikes and the batter is out. Foul ball on the 5th and after, batters gets 1 additional pitch.
5. Batter will NOT be awarded a base on a Hit by Pitch from the coach.

Pitching:

1. Pitching distance: Coach at 30 feet.
2. No walks.

3. If a batted ball hits the coach/pitcher the ball is dead and the ball is called foul and counts as a pitch. On the 5th pitch, the batter gets one additional pitch. At no time shall the coach/pitcher obstruct play.

5. Player/Pitcher must have one foot in the circle at the time of coach/pitcher is pitching.

6. Coach/Pitcher must stay in the circle during the pitch and must move to foul territory immediately following a batted ball in fair territory.