

# Lou Gehrig 27th Annual 8U Summer Classic Girls Softball Tournament

## General

### Rules:

- 8U pitching distance is 35 feet; Machine will be set at 37 MPH.
- Tie breakers to determine final standings for championship game:
  - Best Overall Record
  - Head to Head Record (only applicable if all teams involved)
  - Fewest Runs allowed
  - Coin Toss (if more than 2 teams involved, a draw out of a hat is used)
- Forfeits will be recorded as a score of 7-0 per NSA rules
- Game Times: One hour and 30 minute time limit or 6 innings in pool play, whichever happens first. No new innings shall be started beyond one hour and 30 minutes; however any inning started shall be completed. No time limit in Championship games.
- Championship Game will be 6 innings
- Mercy rule, five-run limit in innings 1 - 5. No run limit in inning 6 ONLY.
- Teams will use a continuous batting order – everyone bats.
- Only 10 players may play on defense (4 outfielders).
- International tiebreaker, NSA rule only applies to championship game after 6 innings. Pool Play games may end in a tie.
- During Pool play, the home team will be determined by a coin toss. See schedule for dugout assignments. The team traveling farthest may call the coin toss. In the championship game, the higher ranked team has the choice of being home or away.
- **No batting or infield allowed on game diamonds.** Outfield practice is permitted. Do not hit into fenced area with soft toss.
- Each team is responsible for their insurance per NSA. Lou Gehrig, The Town of Amherst, Lou Gehrig Youth Baseball and Softball league, tournament directors and the umpire in chief assume no responsibility for insurance or injury.
- Age as of January 1 per NSA
- Protests resolved as the time of the protest and carry a charge per NSA. Tournament Director or UIC (if available) will have the final say.
- Players cannot play for more than one team during the tournament and may not join another if there team is eliminated.
- Once rosters are handed in before your first game, no new players can be added. Maximum number of players per team is 15.
- **Lou Gehrig has a zero tolerance policy for coaches, players and spectators who act inappropriately during the tournament. Such actions may result in removal from the property and/or disqualification from participating in the tournament.**

## **8U Machine Pitch Rules:**

### **Offense**

1. A 10-foot arc will be marked from home plate: all batted balls must pass this line to be "fair"; otherwise, it is called "foul."
2. No base on balls, 3 (three) strikes, no bunting. The batter is allowed a maximum of 7 (seven) pitches, but if the 7th pitch is a foul ball, dead ball or un-hittable as declared by the umpires, the batter will get another pitch.
3. When the ball is hit, the batter may advance (at own risk) a maximum as follows:
  - Infield hit: 1 base
  - Beyond infielder, unlimitedA base runner may advance at own risk a maximum of one additional base per overthrow. "Overthrow" is defined as thrown past the base (a ball dropped near the base is not an overthrow). Only one "overthrow" allowed per batted ball.
4. Runners may advance at their own risk on a base hit; however, they must stop at their current base once an infielder has possession of the ball on the dirt infield. If the runner is not at least halfway to the next base when possession is obtained, the runner must return to the previous base.
5. A batted ball hitting the pitching machine is a dead-ball single, with the batter being awarded 1<sup>st</sup> base. Only base runners with runners behind them will advance. (i.e. runners at 1<sup>st</sup> and 3<sup>rd</sup>, batter hits the machine, batter is awarded 1<sup>st</sup> base, runner from 1<sup>st</sup> base moves to 2<sup>nd</sup>. The runner on 3<sup>rd</sup> base would stay)
6. No base leadoff; runners must remain on the base until the ball is hit.
7. Stealing of third base will be allowed. No stealing of second base or home. A runner stealing third base cannot score on an overthrow. A runner attempting to steal third base can leave second base when the ball leaves the pitching machine.

### **Defense**

8. Defense will play ten players (four outfielders).
9. Defensive set up
  - a. Outfielders must start no closer than 10 feet from edge of outfield grass and may not be used to play a base. A fielded ball by the outfielder must be thrown, not run back to the infield. If a ground ball gets past the infielder, the outfielder can make a play on the ball. The outfielder can make a play on fly ball hit in front of them if the ball travels beyond the infielders.
  - b. The girl playing the pitcher's position must wear a helmet. She must remain even or behind the pitching rubber until the ball is hit. She must not enter the pitching circle. When fielding a batted ball, the pitcher should throw to the base. She is not allowed to run and tag the base for the out.
  - c. All infielders are required to wear a fielder's mask.NOTE: THE GIRL'S SAFETY COMES FIRST!
10. Infield fly rule is waived.