

# 8U TOURNAMENT RULES 2019

## GENERAL RULES

NEW FIELD RULES, NO BATTING PRACTICE OF ANY KIND IN THE OUTFIELD GRASS DUE TO GRASS DAMAGE!!!! HITTING ALLOWED IN THE INFELD OR OUTSIDE OF FIELDS. COACHES MUST BE INSIDE DUGOUTS GATES CLOSED OR OUTSIDE FENCE.....

- 1) Games are governed by ASA rules except as noted below.
- 2) Coach pitch using an 11" ball.
- 3) Bases are at 55' and pitching plate is at 30'.
- 4) Games will be 65 minutes finish the inning.
- 5) NO NEW INNING STARTING AFTER 60 MINUTES
- 6) Games will be 6 innings.
- 7) Teams must have a minimum of 8 players to start the game.
- 8) Only approved softball bats, NO T-ball or wooden bats.
- 9) There is no dp/flex.
- 10) Run rule 16 after 4 innings.
- 11) There will be (1) ASA umpire per game.
- 12) Each team must submit insurance and roster ONLY players on roster are eligible.

## **POOL PLACE**

- 1) RECORD
- 2) RUNS ALLOWED
- 3) RUNS SCORED

## **BATTING RULES**

- 1) Teams may bat until they have scored 5 runs per inning, made 3 outs or have batted through their lineup once. This rule is in effect for the first 5 innings the sixth inning will be unlimited.
- 2) Each batter will be allowed FIVE coach pitched balls, an at bat can not end on a foul ball.
- 3) Batters can strike out after 3 strikes on swings but balls and strikes will not be called.
- 4) Late arriving players will be placed on the bottom of the batting order.
- 5) There will be no outs taken in the event of an injury or if a player must leave the facility, that batters spot will just be skipped.
- 6) For a batted ball to be fair it must travel past the arc in front of the batters boxes.

## **PITCHING RULES**

- 1) Coaches may pitch from any spot on, or directly in front of the pitching plate.
- 2) Once the ball is hit the coach/pitcher must make every attempt to avoid contact with the ball, if the ball hits the coach/pitcher it will result in a dead ball and the coach/pitcher will pitch again.
- 3) If in the umpires opinion the coach/pitcher intentionally makes contact with the ball the batter will be out, no runners can advance, and coach/pitcher will receive a warning, 2<sup>nd</sup> offense will result in ejection.

## **BASE RUNNING**

- 1) Stealing is not allowed, batters and runners can only advance as a result of a hit ball.
- 2) Base runners may not leave the base until the ball crosses the home plate, leaving the base early the runner will be called out.
- 3) Injured base runners can be replaced by the player that was the last recorded out.
- 4) Play is stopped when (1) the defense stops the runner or (2) after the defense overthrows a base on a legitimate attempt to throw the runner out.
- 5) ***In the event of an over throw a batter at her own risk may attempt only one extra base.*** Runners less than half way to the next base can advance only to

that base on an overthrow. Runners more than half way to the next base can advance to that base and one more on an overthrow.

## **DEFENSIVE RULES**

- 1) There is no infield fly rule.
- 2) All players must play defense in the game, 10 players on field at a time.
- 3) Outfielders must be placed on the outfield grass or behind the white arc if one is drawn.
- 4) If a team has 10 players it may use one as a short fielder positioned behind 2<sup>nd</sup> base in the infield.
- 5) Catchers are expected to assume a crouching position behind home plate.
- 6) Two coaches may be in the outfield grass behind their players while on defense.
- 7) NO coach will be allowed behind the catcher on the field during play.
- 8) NO coach will be allowed to sit on a bucket on the field.
- 9) If a coach is ejected from a game he/she must leave the field, dugout and is not allowed to coach from the stands, if caught he/she will be escorted from facility. Any coach ejected will also be ejected for the following tournament game.
- 10) This is a zero tolerance facility.

