

## **South Fayette 8U Girls Softball Tournament Rules**

1. ROUND ROBIN TO SINGLE ELIMINATION BRACKETS
2. ALL GAMES WILL BE PLAYED UNDER ASA RULES EXCEPT AS FOLLOWS: a. FOUL BALL THIRD STRIKE IS WAIVED b. BASE RUNNER CANNOT LEAVE THE BASE BEFORE THE BALL IS HIT
3. THE FOLLOWING RULES ARE IN EFFECT: a. NO E.P. RULE, ALL DIVISIONS ARE CONTINUOUS BAT.  
b. FREE SUBSTITUTION AND BAT THE ROSTER
4. GAMES IN WILL BE SIX (6) INNINGS. (COMPLETE GAME WILL BE AFTER 4-1/2 INNINGS SHOULD WEATHER BECOME INCLEMENT)
5. 1 HOUR AND 30 MINUTE TIME LIMIT.
6. NO CHANGES OF STARTING TIME ONCE THE TOURNAMENT BEGINS EXCEPT DUE TO WEATHER
7. GROUND RULES WILL BE REVIEWED BY MANAGERS AND UMPIRES PRIOR TO START OF THE GAME
8. PITCHING DISTANCE:
9. MERCY RULE IS FIFTEEN (15) RUNS AFTER 3 INNINGS. TEN (10) RUN RULE WILL BE IN EFFECT AFTER FOUR AND HALF (4 1/2) INNINGS EXCEPT IN CHAMPIONSHIP GAMES
10. ALL JUDGMENT CALLS WILL BE DECIDED BY THE UMPIRE WORKING THE GAME
11. DIVISION AGE IS PLAYER'S AGE AS OF JANUARY 1, 2016. TEAM MANAGER MUST CARRY BIRTH CERTIFICATES OF EACH PLAYER AT ALL TIMES. IF A PLAYER'S ELIGIBILITY IS CHALLENGED, BIRTH CERTIFICATE MUST BE PRODUCED WITHIN 24 HOURS. IF A PLAYER IS FOUND TO BE INELIGIBLE, ONLY THE CHALLENGED GAME WILL BE CONSIDERED FOR FORFEIT (NO PREVIOUS GAMES) AND THE TEAM WILL BE DISQUALIFIED FROM THE TOURNAMENT
12. ANY TEAM FIFTEEN (15) MINUTES LATE FOR A SCHEDULED GAME MUST FORFEIT. ALL TEAMS SHOULD ARRIVE 30 MINUTES BEFORE SCHEDULED GAME TIME
13. FINAL ROSTER MUST BE SUBMITTED BEFORE YOUR FIRST GAME. NO CHANGES THEREAFTER. ALL TEAM LINEUP CHANGES MUST BE REPORTED TO UMPIRE AND OFFICIAL SCOREKEEPER DURING EACH GAME
14. HOME TEAM WILL BE DETERMINED BY THE TOSS OF A COIN
15. CATCHER MUST WEAR A MASK AND CHEST PROTECTOR. SHIN GUARDS ARE OPTIONAL.
16. WE WILL BE USING AN 11" BALL NO ILLEGAL PITCH WILL BE CALLED.
16. BASES WILL BE 60'
17. PITCHER IS REQUIRED TO WEAR A FACEMASK AND CHEST PROTECTOR.
18. ALL BATS ALLOWED EXCEPT FOR BATS LISTED ON THE NON-ASA BAT LIST.

# **South Fayette 8U Girls Softball Tournament Rules**

## **GENERAL**

- All games will be six (6) innings or 1 hour and 30 minutes maximum, whichever comes first
- A ten run rule will be in effect after four (4) innings.
- Regular 11" softball will be used.
- All teams will have five (5) infielders plus a catcher. Remaining players must be in the grass 10' in the outfield area. Maximum of 10 players on the field.
- A continuous batting order will be used.
- Distance between the bases is 60 feet.
- There will be a five (5) run per inning limit. (Continuous Scoring will be in effect)
- Games are instructional with the coaches pitching and two (2) defensive coach allowed in the field. The coaching staff is limited to three (3) coaches and one (1) scorekeeper.
- All players are required to wear full uniforms. Catchers are required to wear helmets with facemasks and chest protectors. All batters and runners must wear helmets.
- First and third base coaches must stand at least 5 feet from the base line.

## **PITCHING**

- The front of the pitching circle will be 30 feet.
- The player designated as the pitcher must begin the play with at least one foot in the circle.
- Arc of the pitch will be 5 to 12 feet from the ground.

## **BATTING**

- A batter is out after seven (7) pitches or three (3) swinging strikes. No balls and strikes will be called. A foul ball on the seventh pitch and consecutive pitches thereafter will result in one additional pitch.
- If a player throws a bat, a warning will be given to that team. The next offender will be called out. There will be one warning per team per game.
- If a player is found to have batted out of order after receiving at least one (1) pitch and before the next batter receives one (1) pitch, that batter will be declared out.

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### RUNNER / DEFENSE

- The pitcher must stand in a designated area to pitch to the batter.
- A 16-foot in diameter circle will be drawn around the pitcher's mound, which shall be 30 feet from home plate. Play will be stopped when the player has one foot inside the pitchers circle and the ball passes through the cylinder
- Hash marks will be drawn between first and second, second and third, and third and home at a distance of 45 feet from the base. Any player not past the mark when time is called will be sent back to their previous base.
- A runner may advance one base on an overthrow but must reach the base safely. The base is not automatic. Play will be stopped when a throw is made to first or third bases and the ball goes beyond the foul lines. An overthrow at home plate and second base is still considered to be a live ball.
- There is no infield fly rule.
- A courtesy runner will be allowed in case of injury. The player making the last out will be the designated runner.
- Runners must remain in contact with the base until the batter makes contact with the ball. Runners leaving the base prior to those events will be declared out. One warning per team, then the runner will be called out.
- Any runner physically assisted by a coach will be called out
- No bunting is permitted. If the umpire declares a ball a bunt, the pitch becomes a strike.
- If a batted ball hits the manager or coach within the pitching circle, the ball is dead, the batter remains at bat and the pitch is not counted. Managers and coaches are expected to make an attempt to avoid interfering with the play of the ball.
- If a runner hits a fielder while she is fielding the ball, the person who hit the ball is out and the runner must return to the base from which she came. Runners can run in front of the fielder as long as they do not touch the fielder. If the fielder has the ball in the baseline, the runner cannot try to go around her to avoid the tag or they will be out. Runners may run out of the baseline in order to avoid interference but not when a play is being made. A runner is out if they leave the base path trying to avoid a tag.
- Outfielders may only make a play by catching a fly ball or by throwing the ball toward the infielders/pitching circle. Outfielders are not permitted to run to a base to make a putout; they must throw the ball to the base.
- An Infielder (while not making a play) may not interfere with a runner in the baseline and must create ample room for the runner to advance to and through the base. The umpire will have discretion to allow the runner to advance to the base being sought if this infraction occurs

Good Luck out There!

