



8U Division Tournament Rules

Revised 6/3/2019

Official Rules

Unless otherwise specified, the "ASA Official Softball Rule Book." is the governing force.

General Rules

- **The umpire's decision is final; no protest! Judgment calls cannot be contested.**
 - Discussions over discrepancies in the application of these rules should be calmly discussed between the coaches with mutual respect.
- It is the responsibility of each manager to appoint a scorekeeper. The visiting scorekeeper should compare scores with the home scorekeeper at the end of each inning. The home scorekeeper's scorebook is considered the official record of the game.
- The plate umpire shall advise the official scorekeeper (home team's scorekeeper) of the game starting time and that time shall be duly noted in the official record of the game.
- In the event of a temporary delay of game due to weather conditions, injuries, field repair, or any other extraordinary condition(s) in the judgement of the umpire, the official scorekeeper will be notified of the time. When the game is resumed, the remaining time will be played.
- Brackets will be formed by a blind draw.
- During pool play, home team is decided by a coin toss.
- During bracket play, the home team will be decided by a coin toss until the championship game, in which case the winners' bracket team will be the home team. A coin toss will determine the home team for the if-then game.
- All players must have been registered to play in their leagues 2019 spring recreational league in their respective divisions.

Game Play

- A team must field a minimum of 8 players to play a game. Teams with only 8 players will take an automatic out at the end of their batting order. Players arriving late may be added to the field during the next dead ball.
 - Exceptions to this rule: sickness or injury that occurs *during* the game.
 - A player who is injured or becomes ill shall report with her coach to the umpire. Upon notification of the opposing team, she will not be counted out at her subsequent times at bat. Once a player misses a batting appearance for one of the above reasons, she may not re-enter the game.
 - The game clock time will begin at the scheduled time. Up to 15 minutes will be allowed before the team causing a delay will forfeit the game. Any time used within the 15-minute window will reduce the game's time limit.

- A game shall last six innings unless the game time limit of 60 minutes has expired (an inning in progress will finish the inning).
- Championship games will last six innings unless the game time of 70 minutes has expired (an inning in progress will finish the inning).
- Pool play: If a game is tied after the time limit expires and the inning is finished, the game will end in a tie.
- Bracket play: If a game is tied after the time limit expires and the inning is finished, the international tie-breaker will be in effect (Runner on 2nd, 1 out, 0-0 count).
- Run Rule: 12 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings
- Three outs per inning or the maximum runs per inning:
 - 1st – 3rd inning - 6 run max
 - 4th & 5th inning – 10 run max
 - 6th inning - unlimited
- No infield fly rule

Batting

- Every team must bat the roster.
- Both coaches exchange batting order before the games starts.
 - Any player that arrives late can bat, but must be placed at bottom of batting order.
- Pitches
 - Each batter will receive 5 pitches or 3 strikes.
 - The Fifth pitch shall be considered the last pitch unless the batter fouls or foul-tips the pitch, in which case an additional pitch(es) may be given (unlimited foul balls).
 - If a batter fouls a 3rd strike and the catcher catches the ball, the batter shall be out. For any other foul ball, the ball must be over the batter's head for the catch to be counted as an out.
 - There are no balls. Only pitches swung at shall be called a strike.
- This document shall serve as the initial warning regarding the throwing of bats. If a batter, in the umpire's judgement, throws a bat recklessly during a game, the batter will be called out, the ball called dead, and no runners shall advance.
- No intentional bunting or slapping at the ball is allowed.

Batting Out Of Order

- An error discovered while the incorrect batter is at bat, the correct batter shall take her place and assume the count of the incorrect batter.
- If the error is discovered after the incorrect batter has completed her turn at bat and before the first pitch to the next batter, the batter that should have batted is out. All runs scored are canceled and base runners shall return. The next batter is the player whose name follows that of the player called out for failing to bat.
- If the error is discovered after the first pitch to the second incorrect batter, all runs scored and all bases run shall be declared legal. The next batter shall be the one whose name follows that of the incorrect batter. No one is called out and those that missed their turn at bat will not bat until the next time their name appears in the line-up.

Base Running

- After a base runner has reached or returned to a base and time is called, she shall not move off the base until the ball is hit by the bat. Upon violation of this rule (umpire discretion), the base runner will be declared out, the ball will be called dead and "no pitch" declared. No steals allowed in the 8U division.

Sliding

- If the fielder has the ball, the runner should slide when possible or make every attempt to avoid contact. In the 8U Division, there is NOT a mandatory slide rule in effect.

Pitching

- The coach pitching must have at least one foot inside the circle before the pitch is released.
- The coach must leave the field of play once the ball is put into play
- If the coach is struck with the hit ball, the play is immediately ruled dead and the batter will return to bat. The previous pitch will NOT be counted against their pitch count.
- The adult pitcher may talk to the batter before the ball is pitched. Once the ball has left the adult pitcher's hand, he/she CANNOT talk to the batter or runners. If direction is given by the pitcher after the hit (umpire discretion), the umpire will declare dead ball, the runners returned to their last occupied base, and the batter called out.
- The pitcher's helper must stand with one foot inside the pitching circle and cannot be any farther forward (toward the batter) than the pitching rubber.

Substitutions

- Free substitutions

Fielding

- Teams are allowed 10 players in the field.
 - All players must be positioned in the normal infield location of that position until the ball is hit.
 - Outfielders must be positioned with at least one foot in the outfield grass.
- TWO Coaches will be allowed in the outfield to direct their players on where to throw the ball.
- No overthrow rule.
- No circle ball.
- Players must stop the lead runner.
 - When the ball has been put in play, in order to stop the runners, the fielder must have possession of the ball and be directly in the path of the lead runner and notify timeout. Play will be stopped.
 - It will then be the umpire's discretion if the trailing runners were more than halfway and may advance to the next base or less than halfway and need to return to the previous base.

Field Decorum / Code of Conduct

Any abusive, obscene language or un-sportsmanlike conduct by coaches, players, spectators or parents will not be tolerated and the umpire or DGSA board member has the authority to handle such situations in the customary manner (i.e. a warning, removal from game, removal from DGSA fields, forfeit, etc).

Sportsmanship Expectations

Coaches are not only responsible for their own conduct, but also for the conduct of their players and fans as well. All coaches are expected to set a positive example for their teams. Confronting umpires in an abusive manner either verbally or physically by any coach, assistant, player or parent shall constitute an immediate ejection from the facility and discussions will take place with the league representatives as to what occurred and if any further punishment should be enforced.

Please take particular notice of the following sportsmanship expectations:

1. There shall be no jeering, distractions involving players, whether in the dugout or in the field.
2. No abusive, profane, or obscene language will be tolerated on the part of anyone.
3. Anyone ridiculing a player or volunteer will be asked to leave the field immediately.
5. No foreign objects shall be thrown onto the field.

Playing Field

- The diamonds for this league will have 60 feet baselines.
- The pitching distance will be 35 feet.
- An 8-foot radius circle will be marked for the pitcher's helper.

Equipment

- The bat will be marked official softball (any length is acceptable)
- Standard 11 inch softballs will be furnished.
- All Pitchers Helpers MUST wear a fielder's mask and heart guard.
- Catcher must wear a catcher's mask/helmet, shin guards and chest protector when in the catching position. This rule will apply during warm up pitches.
- All equipment shall be kept off the playing field during the game.