

# ***2013- Strawberry Jam TOURNAMENT 8 & UNDER RULES***

## **General Rules**

1. All Games will be governed by the A.S.A. Rules and Guidelines for 2013 Fast Pitch Softball, except where modified with these rules.
2. Age requirements: 8 years or under as of 12/31/2012.
3. Each team's manager must check in at the welcome table and present of copy of proof of insurance for their team and ASA roster.
4. Teams not present at game time will forfeit the game. Teams should arrive early enough to be ready to play at game time. Need to be at the field and ready to play at least 10 minutes before scheduled game.
5. A team should consist of at least 9 players at the start of the game (can play with 8). Ten (10) players maximum are allowed on the field at one time (4 outfielders).
6. Teams listed first for each game will have the third base dugout. For back-to-back games on the same field, teams will remain in same dugout.
7. Line-ups must be presented to the umpire. There will be one umpire per game.
8. Home teams will be determined by a coin toss by the umpire prior to each game at the time line-ups are presented.
9. Home team is the official scorekeeper for each game and is responsible to verify the final score with the umpire. The umpire will then report the score to the tournament director.
10. No protests will be allowed. Umpires will make on-the-spot decisions regarding rule interpretations or situations not specifically covered by the rules.
11. Managers are responsible for the conduct of their players and fans. Any player, coach, or fan that displays unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds.
12. Umpires, during games, and/or tournament officials have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objectives of the A.S.A.
  - a. A warning for the first offense may be issued at the umpire's discretion.
  - b. The second offense by coaches or players will result in ejection of the responsible individual(s) from the game.
  - c. Third and subsequent offenses by a spectator will result in the ejection of "1) Manager, (2) coaching staff, and (3) players.
13. No alcoholic beverages are allowed on the premises or parking areas, no smoking and or chewing tobacco allowed on school grounds and no dogs or pets allowed.
14. Each team is responsible for cleaning their side of the field and dugout at the completion of their game.

# 8-Under Game Rules (Special rules)

**Time Limit:** Games are 4 innings max or 75 minutes (DROP DEAD) whichever comes first. Any inning that has started could end in a tie. No new inning may start after 65 minutes.

On Sunday (Day 2) the same time limit apply; however, there will be NO DROP DEAD rule.(if an inning starts it must be finished in tournament play).  
Championship game shall be 4 innings or a time limit of 1 hour and 30 minutes.

**DROP DEAD** means the game stops at the 75 minute mark no matter what the situation is. Score is what it is at the drop dead time.

**Format:** Strawberry Jam format 2 games on Saturday and 2 games on Sunday. All players receive an award. We use a 11” hard softball.

**Game Break:** Try to keep the games to not more than double headers. Then one game rest unless you go into a Championship play.

**Base Running:**

1. Bases: 60 feet
2. No more than 3 runs per inning per teams.
3. Runners may steal one base per pitch, at release of pitch. **No Stealing Home.**
4. No base stealing when coach is pitching.
5. A secondary lead can be taken once the ball has been pitched.
6. Batter and Runner advancement rules:
  - a. Ball is live until controlled by an infielder in the infield. The ball must be at least within the base paths to be considered in the infield.
7. **Overthrows:**
  - a. **On a throw to first base the following occurs.** No batter can advance to second base as a result of an errant throw to first base. All other Runners may only advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live ball territory.
  - b. **On a throw to any other base or position.** If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with liability of being put out.
  - c. The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play.
  - d. Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw. At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.

# 8-Under Game Rules (Special rules continue)

- 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.

- Batting:**
1. Everyone bats and free defensive substitutions.
  2. No dropped 3<sup>rd</sup> strike.
  3. Bunting is allowed. **EXCEPTION:** No bunting off Coach/Pitch.

- Pitching:**
1. Pitching distance: Player and Coach 30 feet.
  2. Players will pitch to opposing team.
  3. Two (2) innings max per pitcher on Saturday and three (3) innings on Sunday.
  3. A maximum of 2 (two) player/pitcher walks will be allowed per half inning. No walks will be allowed with bases loaded. Batter runner may not advance to 2<sup>nd</sup> base when walked. Coach will continue to pitch to the other batters, once there has been two walks in the half inning.
    - a. After 2 allowed player/pitcher walks have been exhausted, a coach/pitcher will enter the circle when 4 balls have been called by the umpire.
    - b. The coach/pitcher will resume the player/pitcher strike count and will throw no more than (2) pitches and ALL coach/pitchers are considered strikes.
    - c. If the pitch is not put into play by the last pitch, the batter is out.  
**EXCEPTION:** If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
    - d. Batter will NOT be awarded a base on a Hit by Pitch from the Coach/Pitcher.
  4. If a batted ball hits the Coach/Pitcher the ball is dead and the batter is out. 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 play and **MAY NOT** provide Coaching assistance.
  7. Hit by Pitch Rule: Upon the 3<sup>rd</sup> batter hit within an inning by the same player pitcher, the pitcher must be removed from the mound for the duration of the inning. Pitcher will be allowed to pitch the next inning provided it is her second inning.
  8. Hit batter is awarded 1<sup>st</sup> base by the umpire, but in the event that the batter made no attempt to avoid the pitch, the pitch will be counted as a ball and the batter will not get the base. A player injured by a pitch may be replaced by a pinch runner for any duration required in order for the player to recuperate.

- Coaches:**
- Coaches are not permitted on the field during defensive play, unless time is called for quick adjustment. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. Umpires will not permit play to resume until all coaches have left the field.

**Anything else not addressed will follow ASA rules.**