

SHALER AREA LITTLE LEAGUE 10U FAST PITCH TOURNAMENT PLAYING RULES

All rules not covered herein shall revert to the current ASA Rules for games officiated by ASA Umpires, and current NSA Rules for games Officiated by NSA Umpires. Players cannot play down in an age bracket. Player's age is as of December 31st.

SECTION 1: GAME

- A. **GAME LENGTHS:** Coin flip will precede all pool games. Team traveling the furthest distance will call toss and coin toss winner will get choice of home/away. For bracket play the higher seed will get choice of home or away. Teams sharing same seed will flip coin. Games are 6 innings. Time limit will be 70 minutes finish the inning, plus 1 untimed inning. 90 min drop dead time limit, reverts back to last full inning played. This means the teams will finish the inning they are in at 70 minutes and then will get one more inning of unlimited runs unless the run rule comes into effect. Time limits are used in all games except semifinals and championship games. The game is an official game and the ten (10) run rule will be in effect after 4 full innings or 3 ½ if the home team is leading.
- B. **RUNS PER INNING:** When FIVE (5) runs are scored in the offensive team's half of the inning, the offensive team takes the field regardless The number of outs. The inning will not end until the final play has ended, all runs on that final play WILL COUNT (Continuous per inning scoring applies). The FIVE (5) run rule DOES NOT apply in the last inning or in any innings played under the INTERNATIONAL TIE BREAKER RULE.
- C. **TIE GAME:** If tied after 6 complete innings in pool play the game will end as a tie, if the game ends in a tie during bracket play the game will continue under the INTERNATIONAL TIE BREAKER RULE.
- D. **LINEUP:** A minimum of eight (8) players is required to start and finish a game. In the event that one team does not have the required number of players to start a scheduled game. If a team cannot field 8 players, the team will have to forfeit the game. Call UP players from the same organization are legal players as long as they have been submitted on your official team roster. You can bat a maximum of 12 players. All players on the bench are required to bat.
- E. **WEATHER /FIELD CONDITIONS:** Prior to the start of the game, all judgments regarding weather and field conditions are the responsibility of the SALL tournament director. After the game has started, all judgments regarding weather and field conditions are the responsibility of the umpires. In no event shall a game continue if there is lightning sighted, or thunder heard. The umpires will determine if a game is to be stopped for rain conditions. If the game is stopped, both the tournament director and the umpires will consult regarding continuation of the game. The tournament director will have the final decision regarding continuation of play.
- F. **PLAYING FIELD:** BASES 60', PITCHING DISTANCE 35' (SEE RULE 3B), 3' RUNNING LANE at 1st base, DOUBLE 1st base is optional. The umpire has the authority to change a ground rule for safety reasons.

SECTION 2: FIELDING

- A. **DEFENSE:** Each team may field up to ten (10) players on defense 4 will be outfielders. Free substitution is applicable to all defensive positions. Pitcher substitution, refer to Section 3.
- B. **OVERTHROWS:** One base only for overthrows from the infield. Plays will remain live on balls thrown from the outfield.
- C. **INFIELD FLY RULE:** The Infield Fly Rule is NOT in effect.
- D. **DEFENSIVE CONFERENCES:** "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Defensive conference per inning. If a manager/coach exercises a 2nd defensive conference in the same inning, the pitcher will be removed from the pitching mound for the remainder of the inning.

SECTION 3: PITCHING

- A. **INNINGS PER GAME:** No restrictions on innings or games pitched. This is up to the coach's discretion.
- B. **PITCHING DISTANCE:** The pitching distance is 35'. An eight (8') foot radius circle will be drawn from the center of the pitcher's rubber.
- C. **DELIVERY OF A PITCH:** A pitcher can start her delivery with 1 or two (2) feet on the rubber.
- D. **WALKS:** There will be no coach pitch. Walks do apply.

SECTION 4: BATTER / BASE RUNNER

- A. **LINEUP:** A continuous batting order will apply. Players arriving after the game has started can be inserted in the last position on the lineup.
- B. **OFFENSIVE CONFERENCES:** "The umpire shall advise both team managers prior to the start of the game". Managers/coaches are permitted 1 Offensive conference per inning. If a manager/coach exercises 2nd Offensive conference in the same inning, the batter will be declared out.
- C. **COURTESY RUNNER:** The manager is permitted to substitute a base runner for the catcher/pitcher or an injured base runner at any time regardless of the number of outs. The substituted runner will be the player who recorded the last out.
- D. **FAILURE TO TAKE A TURN AT BAT:** If a player does not take her turn at bat, "FOR WHATEVER REASON", an out will be recorded. The line-up will close, and no additional outs will be recorded. The player may return and bat in the same position in the line-up, if the returning player again does not bat, an out will be recorded and the line-up will close.
- E. **3RD STRIKE:** The dropped 3rd strike rule does NOT apply. The batter is out on a dropped 3rd strike, but the ball remains live.
- F. **BASE AWARDED TO RUNNER:** Not Applicable

SECTION 5: BASE STEALING AND LEADING

- A. BASE RUNNERS 1st or 2nd BASE: A base runners cannot leave any base for any reason until the pitched ball passes home plate. Base runners starting at first (1st) or second (2nd) base are permitted to steal one (1) base per pitched ball and are liable to be put out.
- B. BASE RUNNERS 3RD BASE: Base runners at 3rd cannot steal home on a pitched ball. A base runner on 3rd base is permitted to steal home, with liability to be put out, only if there is a play made on that runner by a defensive player.
- C. BASE AWARDED TO RUNNERS: A stealing runner, attempting to advance more than one base, can be put out while between bases. After play is declared dead, a runner who safely advanced more than one base will be returned to the correct base without liability to be put out.

SECTION 6: HELMET RULE. “Managers must enforce this rule for the safety of the players.”

- A. BATTER/BASERUNNER: Each batter and base runner must wear an approved batting helmet. The helmet must be worn securely while at bat and when the batter becomes a base runner. IT IS PARTICULARLY IMPORTANT THAT ALL PLAYERS WEAR THE HELMET WHILE RUNNING THE BASES.
- B. PLAYER OR COACH EJECTION: Refusal to wear a helmet shall result in the player being ejected from the game. The player shall be declared out. The player shall be removed from the lineup and the batting order shall continue. The ejected player’s batting position will be skipped for the remainder of the game. Any player or coach ejected from a game is also suspended from the next played game, a 2nd ejection will result in a suspension for the remainder of the tournament.
- C. PLAYER RECORDED OUT: If while running the bases, the helmet comes off any base runner’s head, or a base runner removes the helmet prior to leaving the field of play (unless time has been called and the play is declared dead), the offending base runner will be called out, play will be stopped at the first opportunity and all remaining base runners will be assigned the nearest base. THE OFFENSIVE TEAM IS NOT TO BENEFIT FROM A LOST HELMET BY A BASERUNNER. Umpires call on all helmet infractions.
- D. STOPPING OF PLAY: If a player’s helmet becomes dislodged during a slide or due to contact with a defensive player, the player will not be called out. Time will be called, and play will be stopped at the first opportunity. All base runners will be awarded the base they were closest to at the time the play is stopped. The intent of the rule is to protect the players from accident or injury from thrown balls. The rule is not intended to penalize a player for premature removal of a batting helmet. NEITHER THE OFFENSIVE OR DEFENSIVE TEAM IS TO UNFAIRLY BENEFIT OR BE UNFAIRLY PENALIZED AS A RESULT OF AN INADVERTANT LOST HELMET BY A BASE RUNNER.

SECTION 7: EQUIPMENT

- A. SOFTBALLS: All game balls will be provided by the SALL.
- B. BATS: Regular season GPGSL bat standards apply. Notify Tournament director of all suspected illegal bats. Penalty for using an illegal bat is player and manager thrown out of game plus one additional game.
- C. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector, and shin guards.
- D. HELMET CHIN STRAPS: NOCSAE approved batting helmets with NOCSAE approved face guards are required—chin straps are optional but recommended.
- E. UNIFORMS: Team players are to wear their issued uniform and must also wear a numbered jersey. Additional appropriate clothing is permitted and encouraged during cold weather.
- F. JEWELRY: NO VISABLE JEWELRY IS PERMITTED EITHER ON THE PLAYERS BODY OR CLOTHING OR HAT / VISOR. THE ONLY EXCEPTION IS MEDIC ALERT BRACELETS AND WE URGE THAT THEY BE REMOVED ALSO DURING THE GAME. TAPING OVER PIERCINGS IS NOT PERMITTED Sunglasses are permitted.

SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: ONE (1) umpire will be assigned to all games.
- B. DISPUTES AND INQUIRIES: All disputes and/or unusual situations that occur during a game are to be reported to the tournament director.
- C. UMPIRES AND COACHES: THE UMPIRES AND COACHES ARE ADULTS CHARGED WITH THE RESPONSIBLTY OF SEEING THAT THE GIRLS PLAY THE GAME FAIRLY AND SAFELY. YOU ARE PARTNERS IN THIS EFFORT, NOT ADVERSARIES.

NO ALCOHOLIC BEVERAGES OR TOBACCO PRODUCTS OF ANY KIND ARE TO BE USED DURING THE GAME BY PLAYERS, COACHES, OR UMPIRES