

## SHALER AREA LITTLE LEAGUE 8U SLOW 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 31<sup>st</sup>.

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### 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 playoffs higher seed will get choice of home away. Teams sharing same seed will flip coin. Games are 6 innings. Time limit will be 60 minutes finish the inning, plus 1 untimed inning. This means the teams will finish the inning they are in at 60 minutes and finish the inning, Umpire will call last unlimited inning. Time limits are used in all games except championship game. 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 the MAX FIVE (5) runs are scored in the offensive teams half of the inning, the offensive team takes the field regardless of the number of outs. The inning will not end until the final play has ended. The FIVE (5) run rule DOES NOT apply in the 6<sup>th</sup> inning or any inning played under the INTERNATIONAL TIE BREAKER RULE.
- C. TIE GAME: If tied after 6 complete innings the game will continue under the INTERNATIONAL TIE BREAKER RULE during bracket play. If tied after 6 innings but before 60 minutes Pool games can continue; if games end in tie after 60 minutes Pool games can end in a tie.
- D. LINEUP: A minimum of eight (8) players are required to start and finish a game. No More than 12 per roster and rosters must be submitted to Tournament Director prior to start of the first game.
- 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. 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 30' (SEE RULE 3B)—3' RUNNING LANE AT 1<sup>ST</sup> BASE—HASH MARKS MIDWAY BETWEEN 1<sup>ST</sup> & 2<sup>ND</sup>, 2<sup>ND</sup> & 3<sup>RD</sup>, 3<sup>R</sup> & HOME, DOUBLE 1<sup>ST</sup> BASE IS OPTIONAL.
- G. TOURNAMENT TIE BREAKERS: 1. Head to Head 2. Runs Allowed 3. Run Differential (Max 10) 4. Coin Flip

### SECTION 2: FIELDING

- A. DEFENSE: Each team may field up to (10) players on defense 4 will be outfielders. Free substitution is applicable to all defensive positions. Outfielders can make force outs at bases provided the ball is thrown from them to and infield player. They cannot make unassisted plays. The runner will be safe and play will continue until possession by infielder. Maximum of two coaches allowed in the outfield on defense. Coaches must be positioned behind outfielders.
- B. OVERTHROWS: Overthrows from the infield at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> will result in a dead ball and runners cannot advance. Runners can advance on overthrows from the outfield to 1<sup>st</sup> and 3<sup>rd</sup> till an infielder has procession of the ball in the dirt in fair territory. When infield procession is established, the runner position before or after the half way line will be determined by the umpire. RUNNERS ATTEMPTING TO ADVANCE ARE AT RISK OF BEING TAGGED OUT WHEN THEY TRY TO ADVANCE, BUT WILL BE RETURNED THE PREVIOUS BASE IF THEY ADVANCE SAFELY.
- C. INFIELD FLY RULE: The Infield Fly Rule is NOT in effect.
- D. DEFENSIVE CONFERENCES: Managers/coaches are permitted Defensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game. Managers may be on the field to help instruct, but they are to be positioned behind the outfielders or in foul territory

### SECTION 3: PITCHING

- A. COACH PITCH: Managers or coaches will pitch to their own team. A Pitch arc is not required.
- B. PITCHING DISTANCE: Pitching distance: 30 ft. Coach may adjust to accommodate play ability. A defensive player will occupy the pitching position. Kid pitcher must have at least one (1) foot inside 16' diameter circle around the pitching rubber when the pitched is released she can move as soon as the pitch is thrown.
- C. DELIVERY OF A PITCH: NOT APPLICABLE

### 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 in the lineup.
- B. OFFENSIVE CONFERENCES: Managers/coaches are permitted Offensive Conferences during an inning to instruct a player or players. Managers are to exercise prudence and limit the time spent on the conference so as not to delay the game.
- C. COURTESY RUNNER: The manager is permitted to substitute a base runner for 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. Runner must make it to First base.
- 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. BALL/STRIKE COUNT: A batter will be allowed 7 pitches before being called out. An at bat cannot end on a foul ball.
- F. 3<sup>RD</sup> STRIKE RULE: Not Applicable
- G. BASE AWARDED TO RUNNERS: Hash marks in the base line will be used to determine the base runners position at the time the play is declared dead or when the ball is possessed in the infield by an infielder. When a ball is hit into the outfield and returned to the infield by the outfielder, possession will be called when the infielder gains full control of the ball. Possession is a judgement call by the umpire. At possession, if the runner is beyond the hash mark, the runner will be awarded the next base. If the runner is not beyond the hash mark, the runner will be returned to the base last occupied ONCE PLAY HAS STOPPED. Runners will be awarded bases predicated upon their location relative to the hash marks when play was stopped. Runners advancing that are not beyond the hash mark can be put out prior to play being stopped. They will be returned to the previous base should they reach the advancing base safely.

## SECTION 5: LEADING & BASE STEALING

- A. COURTESY/RELAXED STEP: No courtesy or relaxed step is permitted---RUNNER CANNOT LEAVE THE BASE UNTIL THE BALL IS HIT

## 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 will result in the player being ejected from the game. The player will 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 2<sup>nd</sup> ejection will result in a suspension for the remainder of the season.
- C. PLAYER RECORDED OUT: If, while running the bases, the helmet comes off any base runner's head, or any 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 BASE RUNNER.
- 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

SOFTBALLS: All game balls will be provided by the SALL.

BATS: Softball bats and baseball bats are officially authorized, unless they are more than 2 1/4 inches in diameter or 34 inches in length. Bat rings & bat warmers are not permitted. Wood bats, Aluminum bats manufactured before 2000, and ASA STAMPED 2000 & 2004 bats are legal

- A. CATCHERS EQUIPMENT: Catchers must wear a helmet with a facemask and attached throat protector, chest protector; shin guards are optional.
- B. HELMET CHIN STRAPS: NOCSAE approved batting helmets are required, NOCSAE approved face guards and chin straps are optional but recommended
- C. 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.
- D. JEWELRY: NO VISIBLE 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

## SECTION 8: UMPIRES AND COACHES

- A. UMPIRE ASSIGNMENTS: SALL will schedule an umpire for the game.
- B. DISPUTES/INQUIRIES: Any disputes and/or unusual situations that occur during the game are to be reported to your Association Representative. Your Association Representative is to file a report with the Instructional League 8 Under Slow Pitch Coordinator, who will advance it to the SP commissioner if necessary.
- C. UMPIRES AND COACHES: THE UMPIRES AND COACHES ARE ADULTS CHARGED WITH THE RESPONSIBILITY 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