



2008

Beech Grove

All-Star Tournament Rules

Phone: 783-6224

(This line has an answering machine for rainout info)

1. Teams need to provide a copy of "Proof of Insurance" certificate before first game. Please bring it to check in table upon arrival.
2. Birth certificates are to be kept with the team at all times in the event of inspection.
3. **No Smoking or Pets** on school property.
4. Coaches and managers are responsible for his/her team removing all trash from dugouts and placing trash in the trashcans. Please help our volunteers by doing so.
5. No profanity will be permitted around the players.

All age divisions shall follow the current Official Fast Pitch Rules as adopted by the Amateur Softball Association (ASA). Exceptions are listed below. Any rulings not covered by exceptions noted below will be referenced to the ASA softball rulebook for determination. The umpire's decision is final: no protests! Arguing with the umpires will not be tolerated. Misconduct or unsportsmanlike behavior may result in a forfeit and/or an ejection from the park.

General Rules for all age levels:

1. A game shall last six (6) innings unless the game time limit of one hour and fifteen minutes has been exceeded. For Pool Play only, the drop dead rule is in effect. In drop dead score will go back to previous inning unless home team is ahead and batting. The plate umpire shall advise the official scorekeeper (home team's scorekeeper) of the game starting time and the time shall be duly noted in the official record of the game. An inning of a game shall not begin after one hour and fifteen minutes from the time of the start of the game.
2. The international tie-breaker will be in effect if a game is tied after the expiration of one hour and fifteen minutes time limit or upon completion of a full seven innings. Only in tournament play. Pool games can end in a tie.
3. Three complete innings or two and a half (middle of the third) if the home team is ahead shall constitute a regulation game if called for weather or darkness. If the game is called before three complete or two and a half if the home team is ahead will be replayed from the exact point it was stopped.
4. In the event of a temporary delay of game (game is to be played out the same day), due to weather conditions, field repair, or any other extraordinary condition(s) in the judgment of the umpire, the official scorekeeper will be notified of the time. This time will be added to the end of the game when resumed.

5. 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 half inning. The home scorekeeper's scorebook is considered the official record of the game.
6. A team leading by fifteen (15) runs after three innings, ten (10) runs after four innings, eight (8) runs after five innings will be declared the winner.
7. A team must field a minimum of eight players to play a game.
8. Tie breaker will be as follows: winning percentage, head to head, average runs allowed, average runs scored, flip of coin.
9. During pool play, home team is decided by the flip of a coin. Highest seed in pool will be home team in elimination tournament. When teams from different pools meet and have the same seeding, home team will be decided by flip of the coin.

Defensive Rules:

1. 8U, 10U, 12U teams shall be allowed to field ten players with four of those playing in the outfield. 14U and 16U will field 9 players.
2. All ages, free substitution is allowed.
3. The coach may approach or have the pitcher approach him/her for a conference one time per inning.

Offensive Rules:

1. The batting order shall consist of all players on the team roster at the game.
2. 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.
3. All bats must be official softball bats as approved by ASA. The umpire has the right to declare a bat unsafe.
4. Any fair-batted ball stuck in the outside fence shall be declared as a ground rule double.

(8 and under) All-star Rules:

1. In addition to the above rules, the following are unique to 8U and are intended to help the girls take their first steps into fast-pitch softball while trying to ensure their safety: free substitution.

Defensive Rules for 8U:

1. Each team shall start each pitch with the players in the six infield positions and four outfield positions.
2. The designated fielding pitcher (pitcher's helper) shall position herself with both feet inside the pitchers circle and even with or behind the pitching plate prior to the pitched ball crossing the plate. Protective helmet is optional, but recommended.
3. After the ball is hit, the adult pitcher must make an attempt to move away from the batted ball. If possible, the adult pitcher should attempt to clear the field altogether to avoid accidental interference with the players on the field. If a batted ball hits the adult pitcher, the ball is dead and the girl bats again. That ball will not count as a strike and will not count as one of the five pitches. At the discretion of the umpire, if the adult pitcher is not

making an effort to move away from the play, the manager will be asked to find a replacement adult pitcher. If the second adult pitcher, at the discretion of the umpire, appears to be interfering by moving into the play, an automatic out will be called and the adult pitcher will be replaced for the third and final time. If the third adult pitcher interferes, an automatic out will be called for each incident.

4. The adult pitcher may talk to the batter before the ball is pitched. However, once the ball has left the adult pitcher's hand, he/she may not talk to the batter or runners. If the adult pitcher talks to the batter or the runners, the umpire will declare a dead ball, the runners returned to their last occupied base and the batter will be declared out.

Offensive Rules for 8U:

1. Base runners are entitled to leave their bases and advance with liability to be put out *only when a pitched ball is batted*.
2. Batters will receive five counted pitches. The batter is out after three swinging strikes or if she does not swing on the fifth counted pitch. If the fifth counted pitch is fouled, the batter will receive another pitch.
3. Play is stopped when the pitcher's helper has control in the center or the lead runner has been stopped.
4. No stealing, no infield fly rule, no dropped third strike.
5. No Bunting permitted.
6. The manager, coach or adult designated by the manager of the team batting shall serve as adult pitcher. The pitch must be delivered to the batter in an underhand motion, with an arc of no more than five feet from the release point. The pitcher must keep at least one foot on the pitching rubber upon releasing the pitch to the batter. No balls or non-swinging strikes will be called.
7. All games leading up to the championship game will have a maximum run limit of 7 runs per inning per team. Unlimited runs will be allowed in the 6th inning. Championship game will have NO RUN LIMIT per inning.

(10 and under) All-star Rules:

The following rules are unique to 10U and are intended to help increase their skills in fast-pitch softball while helping to ensure their safety.

1. On the release, base runners may steal one base per pitch, home plate can be stolen.
2. There will be an infield fly rule
3. Dropped third strike rule does not apply.

12U, 14U, 16U, All-star Rules:

ASA rules apply