

# Redwood City Girls Softball League 2010 Summer Slam



## TOURNAMENT RULES

1. All games will be governed by the A.S.A. Rules and Guidelines for 2010 Fast Pitch softball, except where modified within these rules. (See end of section for specific 8U rules.)
2. Protests. Protests will not be permitted. All calls made by the umpires will be final.
3. Check-in. All managers must check in their team at Woodside High School (WHS). For those playing games on Friday night at WHS, please check in before that game. All others must check in at least one hour prior to your first game on Saturday. Each team must be prepared to present its ASA team roster and proof of insurance (covering injury and liability). Any team who has on its roster or on the playing field a player who does not meet the eligibility requirements for age cutoff will be asked to leave the tournament. No refunds are given.
4. Game time is forfeit time. Must have 9 players to start any game. Teams in 14U, 12U and 10U divisions will play with 9 players on the field. In 10U, a fourth outfielder may be used.
5. A coin flip will determine the home team. The home team will be the official scorekeeper. All line up changes must go through the plate umpire.

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. For single elimination, the higher seed will use the 3<sup>rd</sup> base dugout, unless occupied by team in prior game.
7. Home team is the official scorekeeper for each game.
8. Time Limit
  - a. Pool Play and Single Elimination Playoffs. There will be a time limit of 1 hour and 30 minutes, or 7 innings for pool play, whichever comes first. No new inning will start after 90 minutes has expired. Ties are allowed during pool play. In playoff games prior to the championship game, in the event a game is tied at the conclusion of the last inning and the time clock has expired, the game will be decided by international tiebreaker rules.
  - b. Championship. 10U, 12U and 14U championship games will be 7 innings with no time limit. If the score is tied after 7 innings, the games will proceed immediately to international tie breaker until a winner is determined.
9. Mercy Rule. All games including playoff and championship games will have the following mercy rule: 10 runs after 4 complete innings and 8 runs after 5 complete innings.
10. Equipment
  - a. Bats and Helmets - must be approved by ASA.
  - b. Balls – Wilson 11” A9260 ball for 10u. Wilson 12” A9016 for 12u & 14u.
11. Seeding for single elimination will be based on the following order:
  - a. Win/Loss Record
  - b. Head to Head
  - c. Runs Allowed (RA)
  - d. Runs Scored (RS)
  - e. Coin Toss
12. No Jewelry is allowed except Medical Alert bracelets or necklaces. NOTE: Bracelets or necklace must be taped to the body.
13. No infield practice between games. Absolutely no activity in the infield area when ground crews are prepping the fields.
14. Team Managers will be responsible for all persons including players and coaches as well as spectators associated with their team. Any player, coach or fan that demonstrates unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds.
15. 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 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 ejection of the (1) head coach, (2) coaching staff, and (3) players.
16. Individual trophies will be awarded to the first and second place teams in the 10U, 12U and 14U divisions. A Most Valuable Player will also be awarded in the 10U, 12U and 14U divisions. Participation awards will be awarded to all 8U players.

### **Team Warm-up Areas at Various Field Locations**

**Woodside High School** – Deep right field area at WHS 1.

**Sequoia High School** – Deep right field or deep left field.

**Adelante School** – Deep center field at both upper and lower fields.

**Mitchell Field** – Outfield area beyond temporary fence

**Kennedy School** – Deep outfield grass area in left field between softball and baseball diamonds.

# *Summer Slam*

## *8U Rules & Guidelines*

1. All participants will receive an award, which will be available on Sunday.
2. No scores will be kept.
3. The official tournament ball is the 11inch Easton IncrediBall
4. Games will have a 80 minute time limit, with a drop dead time of 90 minutes. No new inning after 75 minutes.
5. Four runs per inning maximum.
6. Player rotation between infield and outfield is highly encouraged for all games throughout tournament.
7. Ten players will be allowed on defensive play (four outfielders) and there will be continuous batting for all players.
8. Outfield must be standing on the grass at least 10 feet behind bases. Outfielders can only enter dirt area of infield after ball has been hit.
9. The batter is out once the umpire calls three strikes or the defense makes the out.
10. No stealing or bunting allowed. Sliding is permitted but please use discretion. No enforcement of the infield fly rule.
11. Leading off is permitted once the ball leaves the pitcher's hand. Base runner(s) may not advance as the result of any pitched ball, or ball thrown back to pitcher.
12. Two (2) innings max per pitcher for each game.
13. **Hit by Pitch Rule:** Upon the 3rd batter hit in the same inning, the pitcher will be removed from the mound for the duration of the inning. Pitcher will be allowed to continue to pitch in the next inning, or later innings.
14. **Pitching:** 32' pitching distance will be used. After a pitcher pitches four called balls, the coach will come in to pitch. **Coach pitching:** Coaches pitch from the mound. Strike count remains the same as when ball four was thrown. The batter will have up to three pitches from the coach to put the ball in play. Swinging strikes and fouls (first or second strike) count as strikes. No called strikes when coach is pitching. If a batter fouls off the last pitch from the coach, she receives an additional pitch. Batter can continue to foul off pitches until they put the last pitch into play or are out due to striking out swinging or taking the final pitch. No coaching a batter once the coach enters "fair territory" of play. Coaching from the pitching circle is not permitted or the batter will be called out.
15. Hit batter can proceed to 1<sup>st</sup> base. However, in the event that the batter does not make ANY attempt to move - the pitch will be counted as a ball and batter will not get the base. If the hit batter is not injured and would prefer to continue their turn at bat they may do so and the pitch will count as a ball. If injured, batter may take the bench and a courtesy

runner allowed. **Batted ball that hits the coach pitcher is a dead ball – counts as no pitch against the coach.**

16. Batter and Base Runner Advancement Rules: If a Ball is hit to outfield (grass) on a fly the runner can advance as many bases until the ball is thrown back into the infield, defined as when the ball crosses the outfield grass onto the infield. If a ball is hit through the dirt portion of the infield and into the outfield- the runner can only advance two bases maximum. If a fielding error occurs and ball goes into outfield (grass), the runners may no more than two bases. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error.
17. Batter and Base Runner Advancement Rules: Balls hit to the infield (dirt) and thrown to 1<sup>st</sup> base: There will be NO extra base advancement by the hitter or base runners on a throw, overthrow, or error to 1<sup>st</sup> base under any circumstances. The hitter may not advance beyond first base under any circumstances (including errors), and other base runners may not advance any base at the time the ball is thrown to 1<sup>st</sup> base. If a throwing error or catching error results while attempting to “put out” an advancing runner, the base runner may NOT advance beyond that base as a result of the error. On an unassisted play at 1<sup>st</sup> base (first baseman fields ball and then steps on first base for the out), the base runners may only advance to the base they are running to when the first baseperson has possession of the ball. Runners may advance to the base they are running to, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner, the base runner may NOT advance beyond that base as a result of the error. Ball thrown to pitcher stops all play.
18. Balls hit to the infield (dirt) and thrown to 2<sup>nd</sup>, 3<sup>rd</sup> or home: Only one extra base maximum may be advanced by a base runner on an overthrow or error on the hit ball, regardless of the number of errors that occur on the primary play or subsequent play(s) (base the runner is advancing to at the time of the error, plus the next base). Runners may advance to the base they are allowed, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to “put out” an advancing runner the base runner may NOT advance beyond that base as a result of the error. Ball thrown to pitcher stops all play.
19. Coaches are not permitted on the field during defensive play. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. The umpire will NOT permit play to resume until all coaches have left the field.
20. No attempt to confuse or deceive the pitcher is permitted by the batter. If the batter “squats” or otherwise attempts to modify the appearance of the strike zone while in the batters box, the umpire will use their best judgment to establish the strike zone based on the size of the player. If the batter “squats” at any time during their at-bat, they must attempt to hit the ball from that position for the remainder of the at-bat including the coach pitcher. Batters should always assume their normal batting stance while in the batters box.