

**PENN HILLS 8 & UNDER DIVISION TOURNAMENT RULES**  
[www.pennhillsgirlssoftball.org](http://www.pennhillsgirlssoftball.org)

Rev. 7/10/2011

**A. General**

1. Current-year ASA rules apply except as modified herein.
2. Personnel permitted in each dugout or bench area is limited to 1 manager, 2 coaches, 1 scorekeeper, and roster players.
3. The playing field is a 55-foot diamond. The distance between bases is 55 feet.
4. Pitching distance – 35ft. One foot must start on the line.
5. Arguing with the umpire is not tolerated. Each manager is responsible for their own actions as well as the actions of their coaches, players, and fans. Failure to control their actions may result in the team's forfeit or removal from the tournament.
6. Protests must be settled at the time of the protest. The game must be suspended until the protest is ruled upon. All protests will be settled by tournament officers and the umpire at the time of the protest.
7. Each team will submit a roster with a maximum of 15 players. A copy of each player's birth certificate **must** be in the manager's possession during the tournament. Birth dates as of January 1 current year. An illegal player will be removed from the tournament.
8. Teams should report 30 minutes before the scheduled start of their game. The game will be ruled a forfeit if a team does not have enough players 15 minutes after the scheduled start of the game, no exceptions. Games may start earlier than the scheduled start time
9. The team line-up is to be turned into the umpire and opposing team 10 minutes prior to game start time.
10. We will be following the ASA bat list. All bats must have the 2004 ASA approved logo visible;  
**NO ANDERSON ROCKET TECH's.**
11. No infield or batting practice on the field of play. Warm-up will be allowed on the sidelines or in the outfield, time permitting.
12. No metal spikes are permitted.
13. No earrings or jewelry may be worn by players. Studs may be covered with Band-Aids.
14. All players must have a numbered shirt. This is required to identify players.
15. No alcoholic beverages are permitted. This includes the picnic pavilion and park areas.
16. The use of tobacco products is strictly forbidden on playing fields and dugout areas.
17. **NO SWEARING ALLOWED** on the field or around the bench areas, or in the stands. ANYONE that is disorderly will be removed immediately.

**B. Pitching**

1. A coach from the batting team will do the pitching. The pitching coach must have one foot remaining on the pitching line until the ball is hit.
2. If the pitching coach interferes with a play, as judged by the umpire, the defensive team is given the option to have it replayed or take the result of the play. A replay nullifies that the pitch occurred (i.e., the previous pitch-strike count is restored).
3. There is an arc requirement: **the ball must arc at a height above the height of the batter's head, or 4 foot minimum to 10 feet maximum.** Penalty for flat pitches shall be counted as a pitch, but not hittable. If the ball is hit, it will be called dead and batter will return to hit again. If it is hit on a 7th pitch, batter is out. On the third illegal flat pitch, the batter is out.
4. Coach Pitcher is part of the field, and may not direct players in any way once the ball is hit. Verbal or motion directions are not permitted. Only base coaches from designated areas, or manager from dugout may give instructions.
5. There will be **3 swinging strikes**. A maximum of 7 pitches. If the ball has not been hit in fair territory in seven (7) pitches, the batter is out. A foul ball on the 7th pitch is **NOT** an out. No tee will be used.

**C. Fielders**

1. All players in attendance must play a defensive (fielding) position at least 2 full innings.
2. Only one player is permitted in each of the following 6 infield positions: P, C, 1B, 2B, 3B, and SS. The outfield positions are limited to 4 outfielders.
3. The outfielders must be positioned at least 5 feet behind the infielders until the ball is hit.
4. The catcher must wear the catcher's equipment, which includes a helmet, facemask and chest protector. Shin guards are optional.

**D. Batters & Base Runners**

1. All players in attendance, including those on the bench, must bat in a continuous lineup.
2. All batters and base runners must wear a batting helmet with a chin strap fastened.
3. Batters are allowed 7 pitches with the following supplemental rules.

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- a. There are no walks.
  - b. Batters are out on a 3rd swinging strike if there is no contact, even when less than 7 pitches have occurred.
  - c. Fouls are considered swinging strikes with contact. However, there are no foul-outs, unless it is a foul catch. Therefore, the batter is given another pitch after each foul ball, even after 7 pitches have occurred.
  - d. Regardless of the strike count, the batter is out if no contact is made (swinging or non-swinging) on the 7th pitch or later.
4. Each team is allowed 1 warning for throwing a bat per game. For all subsequent offenses, the batter is called out and a dead ball is called (i.e., no base runners can advance).
5. Bunting, stealing, and leading off bases is prohibited, and warnings must be issued for each offense.
6. **No relaxed step.** One foot must remain on the base at all times. If a player steps off the base and the ball is not hit, the runner will be called out.
7. If a player must leave a game due to injury, the player can be removed from the batting lineup and skipped without penalty of an out. Any player skipped in the batting rotation due to injury is removed from the lineup and not permitted to re-enter the lineup for the remainder of the current game.

### **E. Rules of Play**

1. Games are 6 innings. There is a 1 hour time limit for each game. No NEW inning will start after the time limit. If the game is tied after 6 complete innings AND/OR the time limit has been exceeded, extra inning(s) will be played until a winner is determined. A runner will start each half inning of the extra inning(s) on second base. That runner will be the last batter having a completed at-bat from the previous inning. All games are deemed "OFFICAL" after 4 complete innings.
2. In each inning, each team's at-bat is terminated after recording 3 outs or scoring 5 runs, whichever occurs first. In the 6th inning and in extra innings, runs are not limited.
3. A 20 run –ahead rule is in effect after the losing team has batted 4 full innings, and a 10 run-ahead rule is in effect after the losing team has batted 5 full innings, conditional upon the losing team having the opportunity to bat as many times as the winning team (i.e., the home team cannot lose in the top of an inning due to the run-ahead rule).
4. The infield fly rule is not enforced.
5. Outfielders cannot cover any base on a force out and cannot tag out a runner. If either occurs, no out is ruled. The ball must be thrown to an infielder for recording outs.
6. If an infielder overthrows a ball to any base, the base runners cannot advance past the bases they are on or running to at the time of the throw (or release) unless forced.
7. If an outfielder overthrows a ball to any base, the base runners can advance as many bases as possible until the ball is controlled by an infielder in the infield
8. On a batted ball that does not leave the infield, the batter is limited to a single, and base runners are limited to advancing only one base, at risk to be put out. There will be no advancement on an overthrow at any base; this includes other runners on a base at the time of the overthrow. The ball is dead and the runner receives only the base she was running to at the time of the overthrow.
9. On a batted ball to the outfield, base runners cannot advance past the bases they are on or running to at the time when the ball is controlled by an infielder in the infield once the ball is controlled, a delayed dead ball is initiated and base runner positions are observed by the umpires. All base runners are at risk to be put out until play is stopped. All non-forced base runners in violation but advancing safely to the next base will be returned to the last base legally touched without liability of being put out. A lead runner being returned will force the return of immediately preceding runners.
10. A foul catch in which the hit ball does not rise above the batter's head is not an out unless a foul tip is caught by the catcher on the 3rd strike.
11. The pitcher cannot cover Home Plate (unless the catcher is out of position due to the play of the ball or making an unassisted put-out). If the pitcher does cover home, rather than letting the catcher make the play, the runner is automatically safe. THIS IS A JUDGEMENT CALL OF THE UMPIRE.