

PHBA 2017 Field of Dreams Tournament Rules and Regulations for B/C Fast Pitch Softball – 8U

Revised: June 1, 2018

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1. General Rules

- I. USA 2018 Official Rules of Softball apply to this Invitational B/C tournament except where supplemented by these rules.
- II. Teams not present at game time will forfeit the game. Teams should arrive early enough to be ready to play at game time.
- III. A team should consist of at least 9 players at the start of the game. Ten (10) players maximum are allowed on the field at one time (4 outfielders).
- IV. For pool play: A coin toss will determine home team at the start of each game. For bracket play: Highest seed is home team.
- V. For pool play: Dugouts first come first serve.
- VI. The home team shall be responsible for filling out an official score sheet after each game and have it signed by both managers and both umpires.
- VII. Official score will be delivered by the plate umpire to the Field Marshall on site or Tournament officials, only after it has been signed by managers and the plate umpire.
- VIII. No protests will be allowed. Umpires will make on-the-spot decisions regarding rule interpretations or situations not specifically covered by the rules.
- IX. Managers are responsible for the conduct of their players and fans. Any player, coach, or fan that displays unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds. Umpires will have the authority to eject players, coaching staff, or spectators.
- X. Teams will use a 10" low compression softball.

2. Pool Play Standings

- I. Playoff bracket seeding will be based Winning Percentage (the number of wins plus half the number of ties, divided by the total number of games) of all pool play games: $\text{Wins} + (\text{Ties} * 0.5) / \text{Total \# of Games Played}$.
- II. POOL TIE BREAKERS FORMULA FOR EACH PLACEMENT, i.e. first place is first determine, then the full formula is reapplied to second, third and fourth in that order:
 - a. Total Win/Loss Record
 - b. Head to Head Competition
 - c. Total Runs Allowed
 - d. Total Runs Scored
 - e. Coin Flip
- III. Mercy rule in effect:
 - a. 15 runs ahead after 3 innings,
 - b. 12 runs ahead after 4 innings, or
 - c. 8 runs ahead after 5 innings.(ASA Rule 5, Section 9)

3. Time Limit

- I. During pool play (Day 1 & 2) games are 6 INNINGS MAX; NO NEW INNING AFTER 70 MINUTES. Drop dead 85 minutes on Friday and Saturday. No drop dead Sunday
 - a. If a game is called drop dead and the Visiting Team is still at bat, the score will revert back to the score at the end of the prior inning.
 - b. If a game is called in accordance with drop dead rule and the Home Team is at bat with less than three (3) outs, and the Home Team is behind in runs scored, the score will revert back to the score at the end of the prior inning. If the Home team has tied the score after being behind the previous inning, the game will be scored a TIE. The score will revert back to the score at the end of the prior inning in any other scenario.
 - c. If the game is called in accordance with drop dead and the Home Team is at bat and is leading in runs scored, the score will be the current score and the Home Team will be declared the winner.
- II. On Sunday (Day 3) the same time limits apply; however, eliminations cannot end in a tie. No drop dead. At the conclusion of regulation play, standard ASA International tie-breaker rules will apply (see below).
 - a. Starting with the top of the (“next”) inning, and each half inning there- after, the offensive team will begin its turn at bat with the player who is scheduled to bat last in that respective inning being placed on second base (e. g., if the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).
- III. The Championship game shall be 5 innings with no time limit.
- IV. Scores and bracket updates will be posted on our site:

<http://phpanthers.leag1.com/Page.asp?n=95967&org=phpanthers>

4. Base Running

- I. Base paths are 55 feet. The pitching distance is 30' from front of the rubber to the back of home plate.
- II. The score limit is 5 runs per inning for the first two innings, then you will be able to increase your lead by 5 runs per inning (if you are already tied or ahead) or go up by 5 if you are trailing.
- III. Stealing ok for player pitch only and every base but home. NO stealing home.
- IV. On a throw to first the following occurs: No batter can advance to second base a result of an errant throw to first base. All other runners may only advance one base past the base they are going to on an errant throw to first base, with the liability of being put out if the ball stays in live territory.
- V. On a throw to any other base or position all runners and batter/runner may advance one base past the base they are going to with the liability of being put out.
- VI. Stealing ok for player pitch. A secondary lead is permitted at the runner's risk once the ball leaves the pitchers (or coaches) hand. Runners may be picked off and may not advance in case of an overthrow on a pick-off attempt (look back rule is applicable).
- VII. A courtesy runner for the pitcher and/or catcher is allowed at any time. Courtesy runner shall be first: a bench player or if no bench player available the last recorded out or the last batter scheduled to bat in the inning.

5. Fielding

- I. 10 players may be allowed on defense in the field at any one time, four of which are outfielders.
- II. Outfielders must position themselves with both feet in the grass at the pitch.
- III. Free defensive substitutions
- IV. No Infield Fly Rule.

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6. Batting

- I. Everyone bats.
- II. No dropped third strike.
- III. Bunting is not allowed.

7. Pitching

- I. Players will pitch to opposing team. No inning limit for pitchers.
- II. No walks.
 - a. A coach/pitcher will enter the circle when 4 balls have been called by the umpire. Coach must pitch “legal” pitches from pitching rubber.
 - b. The coach/pitcher will resume the player/pitcher strike count and will throw no more than three (3) pitches with the umpire calling balls/ strikes.
 - c. If the pitch is not put into play by the last pitch, the batter is out. **Exception:** If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - d. Batter will NOT be awarded a base on a Hit by Pitch from the coach/pitcher, but will by a player/pitcher.
- III. If a batted ball hits the coach/pitcher the ball is dead and the batter is out. At no time shall the coach/pitcher obstruct play.
- IV. Player/Pitcher must have one foot in the circle at the time of coach/pitcher is pitching.
- V. Coach/Pitcher must stay in the circle during play and **MAY NOT** provide Coaching assistance.

8. Additional Rules

- I. Coaches are not permitted on the field during defensive play, unless time is called for quick adjustment. Coaches are permitted on the field between innings to assist in placement and positioning of defensive players. Umpires will not permit play to resume until all coaches have left the field.
- II. Each team is responsible for cleaning their side of the field and dugout at the completion of their game.
- III. No alcoholic beverages, tobacco, BBQ's or dogs are allowed at any of the fields, facilities or adjacent areas.
- IV. HAVE FUN