

# Troy MVP Training Center Tournament Rules Softball

- No coolers will be allowed. Concessions will be available each day with team drinks available.
- Home team will be decided by coin toss before each game.
- Limit batting cage use to 30 minute per session before each game.

**Our playing rules are meant to be simple and easy to follow. We trust that the coaches, players and parents understand and abide by our philosophy:**

**“Any tournament games played at the Troy MVP Training Center are meant to build the developmental skills of the players and to help them become better ball players through competitive game situations. We not only encourage good sportsmanship, but we expect it from everyone involved in the game. Playing a good game is great, but playing like true champions is even better.”**

1. Playing rules not specifically covered shall follow the Official ASA softball Rules as published by ASA.
2. Age Requirement: January 1st will be the designated date to determine ages. Players exceeding the age of the Division before January 1st, will not be eligible to participate in that Division. Players can play in a higher age Division.
3. Protest Fee: \$100.00 cash (in rule interpretation only). All protest has to be done before the next pitch.
4. Game Time: Starting time is forfeit time, unless delay is created by tournament director.
5. Home Team: Will be determined by coin flip.

## **8 & Under Coach Pitch**

### **Updated January 2010**

6. Teams will bat their entire roster and be allowed free defensive substitutions.
7. **Games will be** 75 minutes. No new inning shall start within 9 minutes of the end time. The home team will be allowed to bat and finish the inning, if they are tied with or losing within 6 runs of the visitor. Games that end in a tie will not go into extra innings.
8. Ten (10) defensive players are allowed on the field at one time. Each team is allowed (1) one pitcher, (1) one catcher and (4) four infielders.
9. Teams playing with only (8) eight players shall NOT incur an automatic out when the 9<sup>th</sup> batting position arises. A team must have at least (8) eight players to start a game.

In addition to the current year ASA Girls Fast Pitch Softball Rules and Regulations, 8 & Under Division teams will abide by the following:

- A. Pitching distance will be 30 feet and the coach must be in contact with the rubber during pitch.
- B. An arc stretching from foul line to foul line eight feet in front of the plate is drawn and used as an additional foul line. The ball must pass this line to be considered a fair batted ball.
- C. A circle with an 8 foot radius is drawn around the pitching rubber
- D. Base Distance 55 feet
- E. Hash-Marks will be placed half-way between first and second base, second and third, third and home plate.
- F. During defensive play, one coach will be allowed in foul territory in the outfield, but can not go on the field at any time during play.

10. Pitching:

- A. Each coach pitches to their own batters and the coach must be in contact with the pitching rubber until they release the ball. After the pitch, when contact is made the coach shall make every effort to leave the field of play opposite of where the ball is hit to allow the players to make a clear play on the ball.
- B. Defensive pitcher must have at least one foot in the circle around the pitching rubber. The defensive pitcher must be even with or behind the pitching rubber until the pitch leaves the coach's hand. Player must wear a face mask when in the pitching position.
- C. A batted ball striking the pitcher/coach will be declared a no pitch. The batter will return to the plate and the number of pitches will revert back to the number prior to the batted ball.
- D. The coach who is pitching can only coach the batter prior to the pitch.
- E. If the defensive pitcher fields the ball in the pitching circle and makes no attempt to make a play, all runners will advance one base including the batter to first base.

11. Batting:

- A. Batter receives 5 pitches to hit a fair batted ball. Pitches are not called balls or strikes. The batter continues to hit after the fifth pitch is fouled, until missed or hit fair.. But if the batter swings at 3 pitches and the third swing is not a foul ball, the batter will be called out on three strikes.
- B. No walks, bunting or slapping.
- C. A team may bat 10 players in an inning or 3 outs, whichever occurs first. A team may use 10 or 11 players (EP) in the lineup, but only 10 may bat in any inning.
- E. No infield fly.

12. Base Running:

- A. No stealing.
- B. Time is called when: the ball is returned to the pitcher who is stopped in the pitching circle. Time will be call and any base runner that has gained the hash-mark can continue to advance to the next base.
- C. Time is also called when the ball is returned to the infield and is in control of a defensive player and no one was attempting to advance.
- D. Any base runner that has not gained the hash-mark has to return to their previous base, unless forced by the batter becoming a base runner.
- E. If the pitcher/coach interferes with a defensive play, the runner closest to home plate will be called out and no runners can advance.

13. Equipment:

- A. Game is played with an 11 inch fast-pitch softball.

14. Games:

- A. A complete game is 6 innings, expiration of a 70 minute time limit, or shortened by the ASA run rule for fast pitch, whichever comes first.

15. Pitching Machine (When used)

- A. If the ball strikes the pitching machine and stays in fair territory, the ball remains alive.
- B. If the ball strikes the pitching machine and goes in foul territory, before passing 1st or 3rd base it is a dead ball and the batter is awarded 1st base. All other runs advance only if forced.
- C. Pitcher must take a position to the left or right of the pitching machine in line with the pitching rubber and may not be more that 12 inches from the left or right edge of the pitching rubber.
- E. If pitching coach is hit with a batted ball the ball is dead, no player can advance, and the pitch counts on the batter.
- F. If the pitching coach is hit with a thrown ball by a defensive player, and the throw is in line to a base, the ball is dead and the player being played on is out.
- G. The front legs of the pitching machine will be placed in line with the front edge of the pitching rubber.
- H. Pitcher must wear a helmet when in the defensive pitching position.

**Point of Emphasis: No defensive coaches are allowed on the field during play.**

**Exception:** Pitching Coach may be on the field with the Pitching Machine.

16. Inclement weather policy:

0 games played 100% refund

1 game played 50% refund