



IFPAA League Rules (Slow Pitch – 8 & Under) 2012



Slow Pitch – 8 & Under (Player's age is as of January 1, 2003 or later.)

TOURNAMENT RULES

ASA Softball Rules with the following exceptions:

1. **ROSTER:** Maximum of fifteen (15) players. Players born in 2003 and later are eligible. No more than four (4) adults on the bench, which includes the manager, two (2) coaches and a scorekeeper. Roster must be submitted prior to first game. Roster Challenges: Teams must furnish birth certificates upon request. In the event the challenge is upheld, your team will forfeit the tournament and all games.
2. **ROSTER OPTIONS:** All players of the team who appear for the game must bat in a set order as recorded in the scorebook. Any late arrivals will be added to the bottom of the batting order. Unlimited field substitution is permitted. No player may sit more than two (2) consecutive innings. If a player becomes ill or is injured, she may be removed from the lineup without penalty to her team. If a player is removed from the lineup for any other reason, each of her subsequent turns at bat will be recorded as an out. The umpire has sole discretion in determining illness or injury. Removed players may not return to the lineup.
3. **HOME/VISITING TEAM:** Determined by a toss of a coin at the beginning of the game.
4. **PLAYERS on the FIELD:** Ten (10) players. Team forfeits with less than nine players unless an injury occurs during the game. Team must forfeit if it has less than eight players on the field after the injuries.
5. **STARTING TIME:** Fifteen minutes grace to field the minimum of nine (9) players. If a travel delay occurs, please call the Blueberry Snack Shack at 412-741-6877 or the Bracket Director.
6. **START of GAME:** Infield warm-ups, five (5) minutes to the home and away team, time permitting as determined by the umpire or bracket director. Only the outfield may be used for warm-ups.
7. **BETWEEN INNINGS WARM-UPS:** Three (3) pitches maximum.
8. **GAME LENGTH:** Six (6) innings.
9. **UNIFORMS:** Players must be in uniforms with numbers clearly marked on the jerseys. Duplicate numbers are not permitted. Metal cleats are not permitted. Jewelry is not permitted.
10. **PITCHING -** Coaches pitch to their own team. No pitching arc is required, but pitchers must pitch the ball in a correct slow pitch manner. The pitcher may deliver a maximum of seven (7) pitches to each batter, unless the batter fouls the 7th pitch. If the 7th pitch is fouled, the batter will receive additional pitches until the batter either puts the ball in play, strikes out, or takes a pitch. The batter is out on three strikes. Strikes are swinging only; no called strikes. The batter is out if a foul ball is caught outside the batter's cage, or the foul ball is over the batter's shoulders. If the coach gets hit by a batted ball, it is a no pitch.
11. **3rd STRIKE FOUL RULE:** Does not apply.
12. **FIELD DIMENSIONS:** A pitching line will be marked thirty-five (35) feet from the point of home plate. The coach pitcher may adjust this distance as seen fit for the ability of the batter, but the 8U pitcher may stand no closer than pitching line. Base lines are fifty-five (55) feet. Hash marks will be placed halfway between all bases except for home to first. Outfielders should be positioned at least ten (10) feet behind the bases (or the grass line) to start play.
13. **IN-FIELD FLY RULE:** Is not in effect.
14. **OUTFIELDERS:** Outfielders cannot run into the infield to make plays at bases. They must throw the ball to the infield.
15. **BATS:** No titanium, triple or quad walled, or any ASA non-approved bats are permitted in accordance with the latest ASA non-approved list. Penalty is an OUT for the first infraction, forfeiture for subsequent team infractions.



IFPAA League Rules (Slow Pitch – 8 & Under) 2012



16. **BAT THROWING:** Batter will be called out, no warnings. Runners return to the base they were on prior to that pitch. The defensive team has the option to waive this call (example player hits into a double play).
17. **BATTING HELMETS:** The batter/base runner must wear a helmet at all times on the field. The penalty will be that the batter/base runner will be called OUT. If the helmet is dislodged due to contact sliding into a base, the runner will not be called out (umpire's discretion). A player cannot be counted as two outs on the same play (for example; player is out at first and takes her helmet off prior to exiting the field).
18. **BASERUNNING** - A baserunner is entitled to continue to advance on a batted ball until the ball becomes dead. The ball is dead when:
 - a. A thrown ball crosses a foul line. The baserunner advances only to the base to which she was heading (at risk of being put out) if the baserunner has crossed the hash mark prior to the ball crossing the foul line. If the baserunner has not crossed the hash mark, the runner must return to the previous base. If a baserunner has crossed the hash mark, the runner may proceed to the next base at risk of being put out.
 - b. If the baserunner has not crossed the hash mark when the ball becomes dead, the runner must return to the previous base (she is not at risk of being put out). Should that baserunner attempt to advance to the next base, the runner is at risk of being put out. If that baserunner safely reaches the next base, the baserunner must return to the previous base.
 - c. Once an infielder has control of the ball and holds the ball, play must stop, and runners can advance only if they have passed the hash mark. Should that infielder make a throw, the ball is live again.
19. **SLIDING:** Must slide or avoid contact rule is in effect. If a player does not slide, any contact, other than incidental contact, will result in an "out" call. Players are advised to slide in order to avoid this consequence. Head first sliding is not permitted. The consequence is that the player will be called out.
20. **UMPIRE CALLS:** You may not review or appeal a judgment call. Any rule questions will be resolved prior to the game restarting. Only the manager can review or appeal a call.
 - a. Protests are solved immediately on the field by the umpires and the Bracket Director if necessary. Managers are the only individuals who may dispute a call by an umpire. They must object utilizing an appropriate tone and appropriate words.
 - b. Managers may not object to any ball or strike calls.
 - c. If the manager objects to a field call, he must be able to cite to a particular Tournament Rule or the ASA Rule Book. No judgment calls may be challenged.
21. **RUNS:** An inning is over when three outs are recorded, or the batting team scores six runs. There is no run limit in the last inning. The ten (10) run surrender rule applies after the fourth defensive inning. If a game is tied after six innings, extra innings will be played until one team wins.
22. **SHORTENED GAMES:** During bracket play, any game suspended by weather after the losing team has batted four (4) complete innings is a complete game. If the game is not a complete game, it will be resumed at the exact point of interruption. During the playoff round, all games will be played a full six innings, except in the case where the 10-run-rule comes into play. Only the Umpires and the Bracket Director can call a game.
23. **SPORTSMANSHIP:** Good sportsmanship is emphasized at our tournament. Cheers and comments "against" or "derogatory in nature" to another player or team will not be tolerated. Managers are responsible for their players' fans' and coaches' behavior. Should a manager be unable to control the team's players, coaches, or fans, that manager's team may be removed from the tournament at the discretion of the Bracket Director. Any player, manager or coach ejected in a game will not be permitted on the playing field for the next game.



IFPAA League Rules (Slow Pitch – 8 & Under) 2012



24. **TOURNAMENT FORMAT:** First round will consist of 4-team divisions with round-robin play. Four teams will advance from the first round to the Playoff round. For 8 team brackets, the top two teams from each four-team division advance (chosen using tiebreakers within that division). Top seed in first division plays second seed in second division and vice versa. Winners play for the Championship, (no consolation game). For 12 team brackets, the top team in each division advances (chosen using tiebreakers within that division, if necessary) and then one wild-card team is chosen either if it alone has the best remaining record or using tiebreakers among all teams from both divisions that are tied with that record. Wild-card team is seeded 4th, seeding among division winners determined by overall record and then tiebreakers. Tournament format may be modified at the discretion of the Bracket Director depending on the final number of teams.
25. **TIE BREAKERS:**
- Head-to-head
 - Fewest runs allowed for all games
 - Fewest runs allowed in games between all tied teams
 - Coin flip
 - if at any step the number of teams remaining tied is the same as the number of teams to select for advancement, those advance and coin flip used to determine which has higher seed
 - if at any step the number of teams remaining tied is more than the number of teams to select for advancement, continue with the next tiebreaker for only the teams remaining tied after the previous tiebreaker
 - if at any step one team wins, advance that team (giving it the highest remaining seed) and if necessary start again from tiebreaker 1 to select another team from the remaining teams
26. **EXAMPLE TIEBREAKER**
- A, B, C all tied at 2-1, D lost all games.
 - A beat B 7-5, B beat C 6-4, C beat A 5-4.
 - A and B both beat D 10-1, C beat D 16-2.
 - A allowed 11
 - B allowed 12
 - C allowed 12
 - A advances on tiebreaker #2. If needed, B then advances on tiebreaker #1
27. **EXAMPLE TIEBREAKER**
- A, B, C all tied at 2-1, D lost all games.
 - A beat B 7-6, B beat C 6-4, C beat A 5-4.
 - A and B both beat D 10-1, C beat D 16-2.
 - A allowed 12 (11 against tied teams)
 - B allowed 12 (11 against tied teams)
 - C allowed 12 (10 against tied teams)
 - C advances on tiebreaker #3. If needed, A then advances on tiebreaker #1.
28. **EXAMPLE TIEBREAKER**
- A, B, C all tied at 2-1, D lost all games.
 - A beat B 7-5, B beat C 6-3, C beat A 5-4.
 - A and B both beat D 10-1, C beat D 16-2.
 - A allowed 11
 - B allowed 11
 - C allowed 12
 - If two teams are to advance, A and B both advance on tiebreaker #2.
 - If only one team is to advance, flip coin between A and B (even though C would have won tiebreaker #3 since it lost tiebreaker #2).
29. **ALCOHOL or TOBACCO:** Alcohol is not permitted in the park. The use of tobacco products is prohibited on the benches, stands, or in the vicinity of the field.