

# 2010 Summer Slamboree Rules

## ASA Rule Modifications & Tournament Procedures

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 Slamboree tournament rules.)
2. All managers should check in at the tournament director's table at which time you should be prepared to present a copy of your team's proof of insurance and either a) an ASA standard roster or b) copies of birth certificates for all players.
3. Teams not present at game time will forfeit game play. No grace period will be allowed. Teams should arrive at the field at least 30 minutes before game time.
4. A team consists of at least 9 players. A team may not start with less than 9 players.
5. No team warm-up on the infield.
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.
7. Home teams will be determined by a coin toss by the umpire prior to each game at the time the line-up cards are submitted.
8. No protests will be allowed.
9. Managers will be responsible for the conduct of their respective teams and fans. Any player, coach or fan that portrays unsportsmanlike conduct on or off the field, or causes any incident or action unfavorable to the Tournament, may be removed from the grounds.
10. Only positive cheering directed towards one's own team will be allowed. Cheers meant to distract or startle a pitcher are not allowed.
11. 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 warning for the first offense MAY be issued at the umpire's discretion.
  - The second offense by coaches or players will result in ejection of the responsible individual(s) from the game.
  - Third and subsequent, offenses by a spectator will result in ejection of the (1) head coach, (2) coaching staff, and (3) players.
12. If the tournament is delayed, it is the responsibility of each manager to contact the Tournament Director for possible game time and field location changes.
13. Alcoholic beverages and smoking are not allowed on the public school premises or parking areas.
14. The Tournament Director or Site Director will resolve any situation not covered above.

## **Special 8U Tournament Rules & Guidelines**

1. All participants will receive an All Star Trophy, which will be awarded on Sunday. No scores will be kept...All teams are winners for this tournament.
2. Use of 50' baselines and 30' pitching mounds will be implemented, as well as 11" "softie" type balls.
3. Games will have a 60-minute time limit and a drop time of 65 minutes. No new inning after 55 minutes.
4. Five runs per inning maximum.
5. Player rotation between infield and outfield is highly encouraged for all games throughout tournament, but not enforced. Honor system among coaches.
6. Ten players will be allowed on defensive play (four outfielders) and there will be continuous batting for all players.
7. Outfield must be standing on the grass and can only enter dirt area of infield after ball has been hit.
8. The batter is out once the umpire calls three strikes and will return to the bench.
9. No stealing allowed and sliding is allowed but use discretion. No bunting off the coach pitcher. No enforcement of the infield fly rule.
10. Leading off is permitted once the ball leaves the pitcher's hand, but base runner(s) may not advance as the result of any pitched ball, or ball thrown back to pitcher.
11. Two (2) innings max per pitcher for each game.
12. Hit by Pitch Rule: Upon the 2<sup>nd</sup> 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, but upon the 3<sup>rd</sup> batter hit, she will be removed from the mound again and will not be able to pitch the rest of the game.
13. No walks allowed - after the pitcher pitches four (4) called balls, offensive coach will come in to pitch.
  - Coach pitching rules:
    - a. Strike count remains, and coach pitched strikes are recorded.
    - b. Three (3) maximum pitches are allowed from coach pitcher.
    - c. Foul tips/foul balls count as a strike, but a foul tip/foul ball will not be recorded as an out for the "third strike" (unless ball is caught).
    - d. 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.
14. Hit batter proceeds to 1<sup>st</sup> 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 – no out will be counted and inning will continue.

15. 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: Balls hit to outfield (grass) on the fly a runner can advance as many bases until an infielder or pitcher has possession of the ball. Advancing runners must be at least half way to the next base when infielder or pitcher has the ball, or they will return to the previous base.
  - a. A ball that rolls from the dirt portion of the infield and into the outfield- the runner can only advance two bases maximum. 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.
18. 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.
19. Bunting Rules: The batter may attempt to bunt while the girl pitcher is pitching. No bunting attempts are permitted from the coach pitcher. If the batter “shows” bunt at any time while the pitcher is in the pitching circle with the ball, and the batter is in the batters box, the batter must bunt on the subsequent pitch. There will be no “bluff” bunting where the batter “shows” bunt, and then withdraws the bat and attempts to hit the ball – if this occurs the umpire will declare “dead ball” and the batter will be out.
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.
21. The Tournament Director or Site Director will resolve any situation not covered above.