

Southern California A.S.A Championship Tournament Rules 8-Under Modifications

The ASA Official Rules of Softball including the section on Junior Olympic 10-Under rules will be followed but for these exceptions and modifications:

A. Game Information:

1. After 1 hr. and 20 minutes, the next inning will be the “Last Inning.” Plate umpire holds the official time.
2. The Championship and/or “If” game of the tournament shall be 6 innings. The 6th inning will be the “last inning”
3. Game time is forfeit time.
4. Four (4) run limit per inning. The last inning will be unlimited. The umpire will call “Last Inning” before it starts and only the plate umpire may declare an inning to be the last inning.

B. General Rules:

5. The “run-ahead” rule shall not be in effect.
6. Pitching distance is 30 feet.
7. Base paths are 55 feet.
8. 10” RIF (reduced injury factor) ball will be used.
9. No “Courtesy Runner” for pitcher or catcher (2000 rule change for all other levels of FP).

ASA rules emphasized:

10. A runner may not steal home on a pitch at any time. Runners may steal when the ball leaves the pitcher’s hand.
11. A play at a base during a steal, an attempted pick-off, or an overthrow to the pitcher does not release the runner from third base.
12. Runners on first and second base may steal only one (1) base per pitch.
13. **No** dropped-third strike. The batter is out on a third strike at all times, whether it is caught or dropped.
14. **No** “Infield Fly” rule will be used. Meaning, with less than two outs and runners on 1st & 2nd or with bases loaded, a pop fly that could be easily caught by an infielder does not result in an automatic out on the batter if the ball is not caught.

C. Line Up Cards, Substitutions and Field Positions

15. A team must bat with at least 9 players in the line up to avoid the “short-handed” rule penalty.
16. Short-Handed rule: A team may start with 8 players but when another player arrives, they must be inserted into the line up in the ninth batting position. An out will be called each time the ninth position in the batting order appears until a 9th starting player arrives and is entered. If a 10th player arrives, they must be inserted in the 10th spot in the line up. Subsequent arrivals must be listed in order of arrival up to the maximum number of 16 players on the line up card.
17. Bat- Around Format will be used:
 - a. The DP/DEFO rule will not be in effect.
 - b. A team may have between 9 and 16 batters and no more than 10 fielders.
 - c. All batters must bat and run for themselves unless injured. If a batter or runner becomes injured and cannot complete their turn at bat or time on the bases, a courtesy player will be allowed to finish the at bat or time as a runner for that half inning only.
 - d. When all play has stopped, the team member who is scheduled to bat 9th after the injured player, will be the courtesy player. Any batter or base runner that must use a courtesy player *a second time* due to injury will be removed from the game for safety reasons. When the player who has left the game due to injury and misses the next at bat, an out will be declared for that one time only. An inning or a game can end with an automatic out.
 - e. A player may be used as a courtesy player only once per inning.

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D. When a team is on Offense:

18. The batter is out on the 3rd strike dropped by the catcher; however, the ball remains live and runners on 1st and 2nd base may advance at their own risk. Runner on 3rd may not advance home.
19. Runners on 1st and 2nd may steal only one (1) base per pitch.
 - a. The ball is live and in play.
 - b. Runners may not leave the base until the pitch has left the pitcher's hand. The umpire will declare "no pitch" and an out when a runner leaves too soon. If more than one runner leaves early the umpire must determine which runner left too soon first and only that runner will be called out.
 - c. A runner in sole possession of an illegally stolen base shall be returned to the correct base without liability to be put out when all other play has stopped. A runner standing on an illegal base cannot be tagged out. A runner not standing on a base can be tagged out.
 - d. Overthrows by the catcher to the pitcher or to the bases do not result in additional bases by the runners. After all play has stopped, if a runner(s) have advanced beyond the one base to which they are entitled, the umpire will call "time" and return runners back to the proper base(s).
 - e. A runner cannot steal home, even on a play to another base or an overthrow to the pitcher. Once the runner has touched home plate and after all other play has stopped, the umpire will call time and return the runner back to 3rd base. Note: the runner may be tagged out while off the base.
20. The infield fly rule is not in effect at any time.

E. When a Team is on Defense:

21. No more than 10 players will be allowed to play defense at one time.
22. No more than 6 players including the pitcher can be positioned in front of the base line.
23. Outfielders and the 10th player must remain behind the base line until the ball is hit, or a play is made on a runner (as a result of a batted ball).
24. No player except the pitcher shall start in a defensive position closer than 25 feet to home plate, measured from the front side of the plate anywhere between the 3rd baseline and the 1st baseline.
25. An unlimited number of "free" substitutions are allowed at anytime, during a dead ball situation, while on defense.