



2019 8 & Under Tournament Rules

Standard ASA rules apply with the following exceptions:

1. Age eligibility is based on January 1. Girls turning age 9 before January 1, 2019, are not eligible in this age bracket.
2. A team roster will consist of no more than fifteen players. Once a team begins the first game, no roster changes are allowed.
3. Windmill pitching is allowed – 32 foot mound with a 11” hard yellow optic ball
4. Pitchers can pitch no more than three innings per game. One pitch thrown in an inning constitutes one inning pitched.
5. No walks allowed. After 4th ball, coach pitcher will take over the existing ball/strike count. The pitcher must reside alongside the coach inside the pitching circle. A player can strike out on player or coach pitch.
6. Base runner will only be allowed to advance one extra base on an over throw.
7. No bunting will be allowed. A hit ball must cross line in front of plate or will be consider a foul ball.
8. No Infield Fly rule.
9. No appeal on a missed base. It is an automatic out to be called by the umpire at the end of the play.
10. If a team is ahead by 15+ runs after three innings or 10+ runs after four innings are complete, they will be declared the winner (excluding championship and consolation games).
11. 5 run rule per inning unless losing, then losing team will be allowed to go up by 5 runs until last inning then play will continue till 3 outs. Umpire will announce last inning
12. No infield or batting practice before games on the playing fields.
13. Everyone on the game roster must be in the batting lineup. 10 players in the field; 10th player must be on outfield grass. Unlimited defensive substitutions. If player gets injured during the game you may skip her spot in the line up without penalty. Once player is skipped she may not reenter the current game.
14. A coin flip will determine the home team. Home team provides the official book and must report the final scores to the home plate umpire.
15. Only the manager may discuss a decision with the umpire. All umpires will be treated with respect.
16. No metal spikes are allowed.
17. No stealing will be allowed. Runners may leave base only after ball crosses the plate.
18. Base runner must try to avoid contact or slide
19. If a catcher or pitcher is on base, she can be replaced with a courtesy runner (the player who made the last out).
20. Games will consist of six innings with no inning starting after 75 minutes from the first pitch. An inning starts with the final out of the previous inning. Games ending in tie will be reward ½ win ½ loss
21. Batter cannot run on a dropped third strike.
22. The tournament officials reserve the right to change the format of the tournament in the event of inclement weather. All decisions by the tournament officials are correct and final.
23. To determine place, the following hierarchy is followed... 1) Win-loss percentage 2) Head to head match-up 3) Lowest runs given up in first 3 innings 4) Runs earned in first 3 innings per inning 5) Coin flip
24. Carry-ins are not allowed. Please utilize our concession stands.
25. Player birth certificate required upon request.
26. Merrill Fastpitch is not liable for injuries occurring during the tournament.

27. Dugouts will be decided by alphabetical order by using 1st letter of each teams name with the 1st letter getting 1st base side **Ex: Wausau vs Merrill, Merrill will be in 1st baseside dugout and Wausau will be in 3rd baseside** (if 1st letter the same use 2nd and so on)