



A-Town Tournament

8U Girls Division Playing Rules

AUSTINTOWN COMMUNITY BASEBALL

1. Each batter will receive six (6) pitches. If the batter does not get a hit after six (6) pitches, she will be called out. If the batter fouls off the sixth (6th) pitch, she will receive another pitch.
2. Team consists of ten (10) players on the field. Six (6) players in the infield and four (4) players in the outfield. No rover position is permitted.
3. Continuous batting order will be utilized. Side will be retired when either the defensive team records three (3) outs or the offensive team scores five (5) runs. Unlimited runs are permitted in the last inning.
4. A ten (10) rule mercy rule will be in effect after four (4) innings.
5. Games will have a 90 minute time limit. No new inning will be started after 90 minutes. However, you will be permitted to finish an existing inning beyond the 90 minutes. Games are limited to 6 innings.
6. No coaches are permitted in the field of play to help defensive players.
7. All hit balls must pass the arc to be in play. Any ball hit past the arc and then returns inside the arc without player contact shall be considered a foul ball. The arc will be 20 feet from the apex of home plate.
8. When a player catches a fly ball inside the arc, the batter is out and the ball is live.
9. Runners may tag up and advance on any fly ball caught in fair or foul territory.
10. Time will be called when the player pitcher has control of the ball within the circle around the pitcher's mound.
11. No lead offs or leaving the base early. After one (1) warning, the next runner from that team leading off or leaving early will be called out.
12. When advancing the bases, the runner must have at least one (1) foot past the halfway mark when time is called to advance to the next base. Otherwise, they are returned to the previous base.
13. Defensive pitchers must have at least one foot inside the circle while the pitch is being made.
14. If a batted ball hits the adult pitcher, the ball is considered dead and the pitch does not count towards the "pitch count."
15. After a ball has been hit into play, the adult pitcher should make every effort to avoid interfering in the play of the defense.
16. Adult pitchers must be between the pitcher's circle and the arc when they release the ball for a pitch.
17. Each team may make one (1) defensive adult pitching change per inning. Once a pitching change is made, the substitute pitcher must complete that inning.
18. There is no on deck circle. No children are permitted to swing their bat (unless they are in the batter's box). Anyone swinging a bat will be warned. A second team violation and the batter taking the practice swing will be called out when she comes up to bat. Managers are responsible for controlling this.



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19. All batters, runners and pitchers must wear a helmet with a face mask.
20. Infield fly rule will not be in effect.
21. Bats may be no longer than 30 inches in length.
22. An eleven (11) inch softball will be used.
23. Bases will be set at sixty (60) feet apart.
24. Teams may elect to have an adult catcher behind the plate to speed up the game. However, the adult catcher may not interfere with the play. A player catcher may be used and will stand to the side of home plate. If a team elects to have a player catcher stand behind the plate, she must have full catcher's gear including helmet, chest protector and shin pads.
25. Any rule not stated above will follow official Little League Rules.
26. Only a team's manager is permitted to question any umpires. Team managers are responsible for the behavior of not only their coaches and players, but also their spectators' behavior. At the discretion of the Umpiring Crew assigned to their game, any manager, coach, player, or spectator who excessively discusses calls or argues with an umpire will be subject to progressive discipline, defined as follows:
 - First Incident: Verbal Warning
 - Second Incident: Their Team will be charged with an out.
 - Third Incident: Forfeiture of the game.
 - Fourth Incident: Their Team's removal from the Tournament
27. Ejections:
 - If any manager, coach, player or spectator is ejected from a game for any reason, the ejected individual must immediately leave the park. The game will not resume until the individual complies with the rule. NO EXCEPTIONS.
 - All ejections must be reported to the tournament director (Rich Gunter).
 - If any manager, coach, player or spectator is ejected from a game for any reason, the ejected individual is automatically suspended from the teams' next played tournament game. This individual is not permitted at the park for this game. If this individual comes to the park for this game, his team will automatically forfeit their game. NO EXCEPTIONS.
 - If any manager, coach, player or spectator is ejected from a second game in the tournament, they will no longer be permitted to attend any more games at the tournament. Failure to comply with this rule will result in the automatic removal of the team from the tournament. NO EXCEPTIONS.