

## **8U GENERAL RULES -THUNDER ELITE – Y-TOWN MAYHEM**

1. This is a Non-Sanctioned Event, but all play will be governed by ASA Fast Pitch rules with the exceptions identified in these local rules.
2. Pitching Distance 27 to 35ft. Pitching Circle 8ft. radius around pitcher's plate at 35'. The coach pitcher must have one foot in the circle at the time of the release of the pitch. No exceptions.
3. 12 foot dead ball arc in front of home plate.
4. 6 inning game or 75 min time limit – Finish the Inning
5. 3 pool games. Single elimination will be played on Sunday. Teams will be seeded out of their Pool based on record of their first 2 pool play games.
5. Pool Game- Home team is decided by coin flip.  
Elimination Games – Higher Seed is Home Team. For seeding tie breakers, the following criteria will be used: 1) Runs allowed, 2) Runs scored, 3) Coin flip.
6. No team shall score more than five (5) runs in any inning except for the final (6<sup>th</sup>) inning, which is unlimited if game reaches inning.
7. Mercy rules 12 after 3 innings, 10 after 4 innings, , 8 after 5 innings
8. Pool Games CAN End in a Tie.
9. Each player available for a game will be inserted into the original batting order and will bat even though she may not be playing a position in the field. (Continuous batting order)
10. Each team shall consist of nine players' minimum and a maximum of ten players on the field. Teams will have one player in the catching position (in full catcher equipment) and a (defensive) pitcher. The pitcher must have at least one foot in the pitching circle when the pitch is delivered by the (offensive) coach. 2 outfielders are required if they only have 8 eligible players, 3 outfielders if they only have 9 eligible players, 4 outfielders if they have 10 or more eligible players. Outfielders must start the play in the designated outfield area, and cannot be positioned as extra infielders.
11. Four Outfield players must be at least ten (10) feet behind the base line. No outfielder may cover a base but can move on field/past line to make a play on the ball but must throw ball to base or to the player pitcher.
12. You may finish the game with eight players. If player is deemed ill or injured and cannot finish that player will not be an automatic out in batting rotation.
13. There will be one offensive coach (pitcher) and 2 defensive coaches in the field, the defensive coaches must be positioned in the outfield grass

14. The offensive coach (pitcher) may not coach the runner on the bases. Dead ball if hit ball contacts coach pitcher (hitter stays at bat/no pitch counted) Coach pitcher must make an aggressive attempt to move out of the way of the player pitcher when they are making a play
15. Each batter will be allowed six (6) pitches to hit the ball in play. A batted foul ball on the sixth pitch or beyond will result in an additional pitch. Each batter will get either (6) pitches or (3) strikes, whichever comes first. There will be no walks or hit batters allotted to any batter.
16. The pitcher player must remain within the pitching circle at the time the batter swings. The pitcher cannot run the ball to any base unless they field the ball within 5 feet of the base. When the bases are loaded, the pitcher cannot run the ball home for the force out. The pitcher must make a throw to home for the out. This is a judgment call of the umpire and cannot be questioned.
17. The batter must take a full swing at the ball. No bunting.
18. There is no infield fly rule.
19. Base Stealing is NOT permitted. Leaving the base prior to the ball being hit, will be a dead ball and the offending base runner will be called out.
20. Foul balls behind home plate must be above batters head to be caught for an out.
21. On an infield hit the runner(s) may advance as many bases until the pitcher player has the ball in the circle and the umpire calls "time out."
22. Play stops when **THE PITCHER PLAYER HAS THE BALL IN THE CIRCLE AND IS NOT MAKING A PLAY**. All other runners that are in motion when the umpire calls "time out" must be across the halfway mark to advance to that next base. Runners are permitted to advance to bases if would be considered a force situation
23. Sliding is permitted and encouraged to avoid contact. If player doesn't slide at home plate and a play is attempted on that runner she will be out.
24. Batting out of order and accepting 1 pitch will constitute an out.