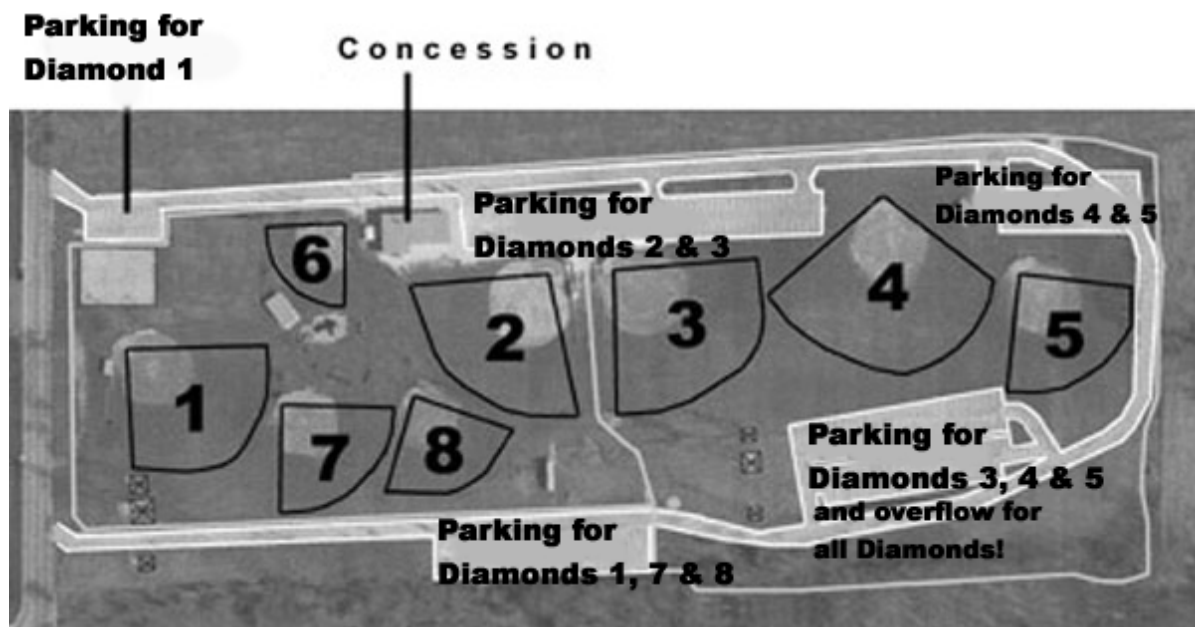




**Decatur Township Girls Softball/Carson Park  
Tournament & Playing Rules**

Upon arrival, all managers need to check their teams in at the check-in table located near the concession stand. You will be required to provide us with any of missing documents to keep for our permanent records: registration form, complete roster with dates of birth AND a copy of your "Proof of Insurance" before you play your first game.

1. Birth certificates are to be kept with the team at all times in the event of inspection.
2. We will play the National Anthem about five minutes before the first games of each day. Please line your team beside the baseline and direct your attention towards the American Flag located at Diamond 2, by the main concession stand.
3. We are a city park. **No alcohol** is permitted on park grounds.
4. **No Smoking** on or around playing fields. For the health of the kids, we ask that you step away from children and players when smoking.
5. As a courtesy to other teams, please remove all trash from dugouts and place in the provided trash cans. If the trash cans become full, please alert one of our volunteer staff members.
6. **No profanity will be permitted around the players.**
7. **No parking on the grass unless all available parking lots are filled.** Please be aware the City Park Rangers will ticket! We are not responsible. Please see the map below for appropriate parking.





2010 Decatur Fastpitch Invitational Rules  
DTGS rainout line: 856-7107, #2  
Tournament Website: <http://www.dtgs.org/allstar.asp>



All age divisions shall follow the current Official Fast Pitch Rules as adopted by the Amateur Softball Association (ASA). Exceptions are listed below. Any rulings not covered by exceptions noted below will be referenced to the ASA softball rulebook for determination. **The umpire's decision is final; no protests!** Arguing with the umpires will not be tolerated. Misconduct or unsportsmanlike behavior may result in a forfeit and/or an ejection from the park.

### **General Rules for all age levels**

8. A game shall last seven innings unless the game time limit of one hour and ten minutes has been exceeded. The plate umpire shall advise the official scorekeeper (home team's scorekeeper) of the game starting time and that time shall be duly noted in the official record of the game. An inning of a game shall not begin after one hour and ten minutes from the time of the start of the game.
9. During pool play: If a game is tied after the time limit of one hour and ten minutes, the game will end and each team will be credited with a half-win and a half-loss. During bracket play: The international tie-breaker will be in effect if a game is tied after the expiration of the one hour and ten minutes time limit.
10. Three complete innings or two and a half (middle of the third) if the home team is ahead shall constitute a regulation game if called for weather or darkness. If the game is called before three complete or two and a half if the home team is ahead will be replayed from the exact point it was stopped.
11. In the event of a temporary delay of game (game is to be played out the same day), due to weather conditions, injuries, field repair, or any other extraordinary condition(s) in the judgment of the umpire, the official scorekeeper will be notified of the time. This time will be added to the end of the game when resumed.
12. It is the responsibility of each manager to appoint a scorekeeper. The visiting scorekeeper should compare scores with the home scorekeeper at the end of each half inning. The home scorekeeper's scorebook is considered the official record of the game. Scorekeepers may want to consider sitting by each other.
13. Per ASA, a team leading by fifteen (15) runs after three innings, twelve (12) after four innings, or eight (8) after five innings will be declared the winner.
14. A team must field a minimum of eight players to play a game. Teams with only eight players will take an automatic out at the end of their batting order. Players arriving late may be added to the field during the next dead ball as allowed by the umpire. Exceptions to this rule: sickness or injury that occurs **during** the game. A ten-minute grace period will be granted to teams lacking the required number of players before a forfeit is declared. The clock will continue to run from the time that the game was scheduled to start.
15. Tiebreakers for bracket play will be as follows: Winning Percentage, Head to Head, Average Runs Allowed for Pool Play, Average Runs Scored for Pool Play, flip of coin.
16. During pool play, home team is decided by the flip of a coin. Highest seed in pool will be home team in elimination tournament. When teams from different pools meet and have the same seeding, home team will be decided by flip of the coin.

### **Defensive Rules**

17. 8U, 10U and 12U teams shall be allowed to field ten players with four of those playing in the outfield. 14U, 16U and 18U will field 9 players.
18. Any player warming up a pitcher must wear head and throat protection.
19. For 10U, and 12U: Except for pitchers, free substitution is allowed. There shall be only one pitching substitution per inning except for replacement with the starting pitcher of that inning.
20. For 14U, 16U and 18U, ASA substitution rules will apply.



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### **Offensive Rules**

21. For 8U, 10U, and 12U: The batting order shall consist of all players on the team roster at the game. Each team shall begin at the top of its batting order and continue throughout the game to bat consecutively despite when the batter is in the fielding line-up during the game. Players arriving late for games shall be added to the end of the batting line-up. For 14U, 16U and 18U: ASA substitution rules will apply.
22. **This document shall serve as the initial warning regarding the throwing of bats. If a batter, in the umpire's judgment, throws a bat during a game, the batter will be called out, the ball called dead and no runners shall advance.**
23. A player who is injured or becomes ill shall report with her coach to the umpire. Upon notification of the opposing team, she will not be counted out at her subsequent times at bat. Once a player misses a batting appearance for one of the above reasons, she may not re-enter the game.
24. When a ball is thrown out of play, base-runners will be awarded one base from the last base occupied at the time the ball left the playing field, with the exception of the runner going to first base. A runner approaching first base, but not yet touching it, will be awarded second base only if second base would be unoccupied after all other runners have advanced to their awarded bases.
25. In the judgment of the umpire, when a defensive player has the ball or is attempting to field a ball and a runner remains on her feet and crashes into the defensive player, the runner shall be declared out and is subject to ejection. ( For example: Crossing arms and lowering their shoulder to take out a defensive player )
26. All bats must be official softball bats as approved by ASA. The umpire has the right to declare a bat unsafe.
27. Any fair-batted ball hitting the power lines will be considered an automatic homerun.
28. Any fair-batted ball stuck in the outfield fence shall be declared a ground-rule double.
29. Any fair-batted ball that touches the ground then goes past the homerun fence shall be declared a ground rule double.

### **(8 and under) Invitational Rules**

*In addition to the above rules, the following are unique to 8U and some are intended to help insure player safety.*

### **General Rules for 8U and 10U**

30. Base paths will be played at 60 feet. Pitching rubber will be positioned at 35 feet from home plate.

### **Defensive Rules for 8U**

31. Each team shall start each pitch with the players in the six traditional infield positions (catcher, pitcher's helper, first, second, shortstop and third) and three/four outfield positions.
32. For safety reasons, all outfielders shall position themselves no closer than five (5) feet behind the infield or grass until the pitched ball crosses the plate. In addition, all infielders, excluding the fielding pitcher and the catcher, shall position themselves no closer than 10 feet in front of first, second or third base until the pitched ball crosses the plate.
33. The manager, coach or adult designated by the manager of the team batting shall serve as adult pitcher. The pitch must be delivered to the batter in an underhand motion, with an arc of no more than five feet from the release point. The pitcher must keep at least one foot on the pitching rubber upon releasing the pitch to the batter. No balls or non-swinging strikes will be called.
34. The designated fielding pitcher (pitcher's helper) shall position herself with one foot inside the pitcher's circle and even with or behind the pitching plate prior to the pitched ball crossing the plate. Pitcher's helper must wear chest protection i.e. heart guard. Protective helmet is optional, but recommended.



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35. After the ball is hit, the adult pitcher must make an attempt to move away from the batted ball. If possible, the adult pitcher should attempt to clear the field altogether to avoid accidental interference with the players on the field. If a batted ball hits the pitcher, the ball is dead and the player bats again. That ball will not count as a strike and will not count as one of the five pitches. At the discretion of the umpire, if the adult pitcher is not making an effort to move away from the play, the manager will be asked to find a replacement for the adult pitcher. If the second adult pitcher, at the discretion of the umpire, appears to be interfering by moving into the play, an automatic out will be called and the adult pitcher replaced for the third and final time. If the third adult pitcher interferes, an automatic out will be called for each incident.
36. The adult pitcher may talk to the batter before the ball is pitched. However, once the ball has left the adult pitcher's hand, he/she may not talk to the batter or runners. If the adult pitcher talks to the batter or the runners, the umpire will declare a dead ball, the runners returned to their last occupied base and the batter will be declared out.
37. There shall be only one adult pitcher change per inning. There shall also be a limit of three pitcher changes per game.
38. Unless the batter squares to bunt, defensive players may not charge the ball until it has been batted.

**Offensive Rules for 8U**

39. Base runners are entitled to leave their bases and advance with liability to be put out *only when a pitched ball is batted*. Upon violation of this rule, the base runner will be declared out, the ball will be called dead and "no pitch" declared.
40. Batters will receive five counted pitches. The batter is out after three swinging strikes or if she does not swing on the fifth counted pitch. If the fifth counted pitch is fouled, the batter will receive another pitch.
41. Once a batter has squared to bunt, she may not swing away within the same pitch.
42. The "Circle-Rule" will not be in effect. Similar to other age groups, time is called when, in the judgment of the umpire, play has stopped. Umpire's judgment is final!!!
43. No stealing, no infield fly rule, no dropped third strike.

**(12U) (14U) Invitational Rules**

44. Point of Emphasis: Per ASA, 12U and 14U pitching distance is 40'.
45. No additional age-level rules

**(16U) (18U) Invitational Rules**

46. Pitching distance will remain at 40'.
47. No metal cleats will be permitted.