



Hills Baseball / Softball

“Heat in the Hills” Tournament

Tournament Director: George Czarnik, 312 919-0295

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Game Cancellation Hotline (708) 802-2483

General Rules Applicable to Both Divisions and all age levels (unless specifically noted otherwise).

1. All Boys baseball play is governed by Official Baseball rules – “The Sporting News” current edition. Rules and regulations of Pony Baseball current also apply unless superseded by HBSA Tournament rules.
- B. Girls play is governed by A.S.A. Official Rules of Softball current edition, unless superseded by HBSA Tournament Rules.
2. Each team shall consist of a minimum of 10 and a maximum of 12 players. The team representing the league in the tournament may be selected in whatever manner the league desires. At each league's option, teams shall be composed as follows: entirely of one age level or any combination of both levels.
3. Tournament managers must supply a copy of their insurance, a team roster form supplied at the back of this rule book, birth certificates for each team member prior to the start of the first tournament game for the team. Proof of birth shall be carried throughout the tournament. Notarized statements from parents as to birthday are not acceptable.
4. Tournament age where referred to in these rules means “League Age” which is that age attained by a player prior to Aug 30 of the current season for baseball. *A player's age on December 31st of the current season for Softball.*
5. No replacement or addition of a tournament player will be allowed after the first pitch of the first game of the tournament.
6. Once a team has paid and had been bracketed, it is at the discretion of the Tournament Director if they are refunded if they drop from the Tourney. No changes will be allowed once the bracket has been created. If a team drops out or forfeits are forced to be taken, NO REFUND WILL BE GIVEN!

Length of Games

1. 11-12 Bronco & 13-14 Pony - 7 innings. and the game will be considered complete after five innings or four and one half if the home team is winning.
2. 7-8 Pinto & 9-10 Mustang - 6 innings and the game will be considered complete after four or three and one half innings if the home team is winning.
 - A. If a game is called for rain, curfew or darkness at any time after 5 innings of play or 4 ½ if the home team is winning (4 full innings of play or 3 ½ if the home team is winning in Mustang or Pinto), the game is considered to be a regulation game and is over.
 - B. If the visiting team takes the lead in the middle of the inning before the home team can complete their turn at bat, the score reverts back to the last completed inning. The game is considered to be a regulation game and is over.

C. If after the completion of the required number of innings played the score is tied & time hasn't expired, the following tiebreaker rule will be used to determine the winning team. A modified "California Rule", each team will begin the inning with their last batter placed as a runner on 2nd base. From this point forward regular baseball rules apply.

D. There is a 2 hour time limit for games played that have another game to follow on the same field. The umpire must warn both teams that this will be the last inning played before the inning begins. No new inning may begin when the 2 hour mark has been reached. If the score is still tied score reverts to the last completed inning.

Slaughter Rule

1. Ten Run Rule: If at the end of the designated full inning a team is ten runs ahead of the opposing team, the umpire will call the game.
2. 11-12 Bronco & 13-14 Pony - Ten run rule applies after 5 complete innings or 4 ½ if the home team is winning.
3. 7-8 Pinto & 9-10 Mustang - Ten run rule applies after 4 complete innings or 3 ½ if the home team is winning

General rules

1. Tournament teams MUST play at all sites and times designated by the tournament Director. All teams must continue play until eliminated.
2. It shall be the responsibility of the team manager to maintain contact with the tournament Director in case of a schedule disruption or weather issue.
3. No team will be eliminated or seeded until they have played their guaranteed number of games.
4. A team failing to field nine players within 10 minutes of the scheduled start time of the game shall forfeit the game. The team MUST also finish with 9 players.
5. Awards will be given to 1st, 2nd, 3rd and 4th place winners.
6. Any seeded team which cannot or will not play their semifinal or final game will be replaced by the next eligible team. Example: Semi replacement: 4th seeded team. Finals replacement: semi loser. No awards will be given to "no show" teams regardless of their seeding.
7. Every player must report his or her name and number to the opposing team's scorekeeper prior to his or her first time at bat. Scores must be compared at the end of each inning by each team's scorekeepers. ****The designated home team score book is the official book for any disputes.**
8. Any ball in the field of play that hits the high tension wires is a dead ball. The ball strike count remains the same and the runners do not advance. Any ball that hits the wires in fair territory that continues over the fence in fair territory will be awarded a home run. Any ball that contacts the yellow protective covering on the outfield fence is a live ball if it lands in fair territory and a home run if it lands over the fence.
9. At the first sign of lighting the umpire shall delay the game until such time as the weather permits. Teams shall not leave the tournament area until tournament officials have cancelled or suspended the game.
10. The following optional speed up play rules will apply:
 - A. On an intentional walk, the pitcher may indicate that the batter is to be granted first base. The umpire will send the batter to first base without a pitch being thrown.
 - B. When there are two outs, the catcher is allowed to have a courtesy runner. The runner will be a player who made the last out.
 - C. The between innings rule will be enforced. A team has a reasonable time to get ready between innings. If the fielding team is not ready, the umpire will start to call "balls" for the batter who must be in the batter's box. If the batting team is not ready the umpire shall start to call "strikes". This is an umpire judgment call and may not be appealed.
 - D. If a relief pitcher comes in "cold", the umpire shall allow the pitcher to "warm-up" with at least ten (10) warm-up pitches.

Tournament Tie Breaker Rules

- A. Won-Loss records
- B. If a tie exists, teams shall be ranked according to which team won in head to head competition.
- C. If a tie still exists, teams shall be ranked according to fewest runs allowed.
- D. If a tie still exists, teams shall be ranked according to most runs scored.
- E. In the event that we still have a tie a coin toss will decide the tie. The home team will call heads or tails in the air.

FIELD PROCEDURES

1. Only one manager and two coaches will be allowed in dugouts or playing area.

2. Two adult coaches should coach the bases. If a non adult coaches the base they must wear a helmet.
3. Managers will be the only person allowed to discuss rules, or interpretations with the Umpire.
4. No protest will be allowed. Umpire's decisions are final.
 - A. Any team manager or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit the game and all rights to protest.
5. If a manager is absent for any reason including ejection from the game, the game will be allowed to continue as long as there is a responsible adult person present in the dugout. The adult will have the responsibility for the team. The adult may join the team from the spectators. If there is no adult willing to serve in the dugout, the game is forfeited. The team may not manage itself. (An adult is anyone 21 years of age or older).
6. Anti-Collision Rule This rule applies to ALL Divisions. When there is a tag or force play, the runner must avoid a collision. Going into a base intentionally running into a defensive player will not be permitted and the runner will be called out. Application of this rule will be determined by judgment of the umpire.
7. Players, managers, coaches and substitutes or their bench personnel must remain in their prescribed dugout area throughout the game except when the rule allows or is justified by the umpire. The umpire will determine if team members are close enough to the dugout areas to allow play to continue.
8. If any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured or is ejected from the lineup by an umpire (when ejected by the umpire for any reason, the player is ineligible to return), the player last removed from the lineup shall be used as a substitute, taking the batting position of the player they replace, even though it may be a different batting position than the one he/she previously occupied. This rule applies to all players, including starters.
 - A. If a continuous batting order is used, no substitutions shall be made that shall alter the original batting order of any of the players other than the affected player by skipping that player in the batting order.
 - B. Any player who, due to illness, injury or ejection, who cannot take their turn at bat will have their spot passed over and cannot return to play in the game. No out will be given.
 - C. If there is no player eligible for re-entry, the game is a forfeit.
 - D. No jewelry shall be worn by any player EXCEPT for medical identification or sweat bands.
 - E. The field and dugout areas shall be cleaned by each team after the game. Each team is responsible for its side of the field.
 - F. In the event of an injury during live ball play (umpire judgment), the ball will be considered dead at that point, play will stop and base runners will be allowed to advance one earned base (determined from their position at the time of injury)
 - G. No cell phone usage by ANYBODY on the field of play is ever allowed!
9. Pinto, Mustang and Bronco Baseball will have continuous batting order. Full roster bats; no re-entry rule applies.
10. Stealing will be allowed in Mustang, Bronco and Pony Baseball.
11. Leadoffs are allowed in Bronco and Pony baseball.
12. In Mustang Baseball, the runners must wait until the pitched ball passes the batter, then they are allowed to steal
13. In Pinto and Mustang baseball, if a runner leaves the base early, the runner is out.
14. Pinto rules allow no stealing bases, no dropped third strike and no infield fly rule. Base on ball is allowed.

15. Mustang rules infield fly applies and bunting is allowed.
16. Pony, Bronco Baseball, infield fly applies, drop third strike applies and bunting is allowed.
17. No Pinto team shall score more than five runs in one inning. If there are less than three outs when five runs are scored, the inning is over. This rule does not apply in the sixth inning or extra innings.

Re-Entry Rule for Pony Baseball

- A. Any player in the starting lineup who has been removed for a substitute may re-enter the game one time (applies to starters only).
- B. Starting players shall return to the lineup in their original place in the batting order. While more than one substitute may be used in that position before the starting player returns, no substitutions shall be made that alter the original batting order of any of the starting or substitute players. **Substitutes may not re enter.** Starting players may not re enter a second time. The starting player and his substitute may not be in the lineup at the same time.
- C. If a starting player re enters the game a second time or a starting player re enters the game in a position in the batting order other than the original starting position this is considered an illegal re entry. Violation of the re entry rule is considered an ineligible player.

GROUND RULES

1. Before each game, ground rules will be gone over by the umpires, manager and coaches.
2. Home team will be determined by a coin toss as soon as possible before game time. When teams are seeded, the higher seeded team will be the home team.
3. Home team will occupy the third base dugout.
4. In Pinto, the ball is dead when the pitcher has possession on the mound. Umpire discretion.

EQUIPMENT

1. NO 2 ¾ bats are allowed at any level. If discovered the Manager & player will be immediately ejected without warning.
2. Batters, on deck hitters, and all base runners must wear helmets.
3. Metal spikes not allowed in any Division except the Pony level.
4. Official balls will be supplied by Hills Baseball.
5. Baseball catchers must wear metal or plastic cups.
6. Any player serving as a catcher to warm up a pitcher shall wear a mask, helmet and throat protector, whether the pitcher is warming up from the mound, in the bull pen or elsewhere.
7. USA bat rules apply.

Hills Premises During and After Games

1. Conduct of players, coaches, managers and fans;
 - A. Once the game begins the umpires shall be in control of the game.
 - B. Managers, coaches and players may be ejected from the game for abusive language, gestures or other conduct directed toward an umpire or opponents. The determination of whether or not such conduct is abusive is in the sole discretion of the umpire. A manager, coach or player is allowed five minutes to leave the area or the game will be forfeited by discretion if the umpire.

- C. The managers are responsible for the actions of the fans representing his or her team. If the manager does not control abusive fans or makes no attempt to control the fans, the game will be forfeited at the sole discretion of the umpire. If a fan is ejected from the field of play he / she will have five minutes to vacate the property.
- D. Adverse coaching from the opposing manager, coaches or players is not permitted. Further, adverse verbal comments regarding the ability of the opposing players from managers, coaches, players or fans will not be allowed. Chants or rhythmic clapping must cease before the pitch is delivered. Penalties for violation of this rule shall be the same as specified in 1B and 1 C.
- E. HBSA has a zero tolerance policy for alcohol consumption during our tournament. Any manager, coach or spectator found in possession of alcohol on HBSA property will be banned from the tournament and removed immediately. We also ask that only drinking items for the players be brought to the games and in the dugouts.
- F. All fans are advised that PETS are not allowed on HBSA property. Anyone bringing their pet to our tournament will be asked to remove the pet immediately. Fans who do not adhere to this policy will be ejected from the property.
- G. We ask that no coolers or outside food be brought to the fields. Outside drinks are ok for the players inside the dugout only. Our league survives thru the concession stand. All Players in uniform get a special discounted special at the concession stand.

TOURNAMENT PITCHING

- 1. A baseball pitcher is allowed to pitch only a designated number of innings in one day or tournament.
 - A. Pony and Bronco: No more than 7 innings in one day and no more than 16 innings throughout the tournament. This includes double headers.
 - B. Mustang and Pinto: no more than 6 innings in one day and no more than 14 innings throughout the tournament. This includes double headers.
 - C. Innings DO NOT reset after the seeding games.
- 2. In all divisions, no pitcher shall become eligible to pitch unless he had 40 hours of rest after pitching 4 or more innings on the same calendar day. The 40 hour rest rule is computed from the scheduled starting time of the game in which the pitching occurred, or in games which begin more than two hours after the scheduled starting time of the game, the actual start time shall be used to interpret this rule.
- 3. As soon as the pitcher delivers one pitch to a batter, he shall be considered as having pitched one full inning.
- 4. Pinto play will be by player pitch only. The coach will not be utilized at any time. But the 5 run rule is in effect until the last inning.

Conferences:

- A. Offensive Conference
 There shall be only one conference between the manager and/or team representative and the batter and/or runner in an inning. The umpire shall not permit any such conferences in excess of one in an inning. The second conference in the inning will result in the ejection of the manager or coach who insists on another charged conference.
 - B. Defensive Conference
 One defensive conference will be allowed per inning per pitcher. The second conference in the inning will require the removal of the pitcher from the pitcher's position for the remainder of the game. The removed pitcher can only play another position on defense but cannot pitch again in the same game.
- 5. Any pitcher withdrawn from the mound and lineup, or a pitcher who is withdrawn from the mound and stays in the game at another position, shall not be permitted to pitch again in the same game.

6. No balks can be called in Pinto and Mustang baseball. Balks will be called in Bronco and Pony baseball.
7. In all baseball / softball divisions, names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the Pitching Records form on the last pages of the rule book. This record shall be signed by the umpire at the end of the game and match the umpire's innings pitched card. These records must be kept by the team manager and be available for review at game time. Failure of a team to show their pitching logs when requested at anytime during the tournament will result in pitchers only being allowed to throw for one inning per day.
8. The third batter hit by a pitcher in a game will require removal of the pitcher from that position.

ILLEGAL RE-ENTRY – An illegal re-entry occurs when:

1. A starting player returns to the game a second time after being substituted for twice.
2. A starting player returns to the game, but is not in his original position in the batting order.
3. A substitute returns to the game after being replaced once.

EFFECT: Any action that occurs while ineligible player is in the game is governed as follows:

- A. OFFENSE: If the ineligible player is discovered by the defense:
 1. While the ineligible player is at bat, he is disqualified, and his replacement shall assume the ball and strike count. Any advance of runners while the ineligible player is at bat shall be legal.
 2. After the ineligible player had completed a turn at bat and before the next legal or illegal pitch, before the defensive team has left the field, and before the umpires have left the game, the ineligible player is called out, disqualified, and any advance of runners as a result of the ineligible player becoming a better-runner is nullified. Any additional outs that were recorded on the play will stand.
 3. After the ineligible player has completed a turn at bat and after the next legal or illegal pitch, or after the defense has left the field, the ineligible player is disqualified. If he is still on base, his replacement will take that base. Any advance of runners as a result of the ineligible player becoming a better-runner is legal.
 4. If the player is in the game illegally as a runner, the player is disqualified and replaced on the base. Any advance of the runner(s) is legal.
- B. DEFENSE: If the ineligible player is discovered by the offense:
 1. After the ineligible player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the ineligible player is disqualified, and the offensive team has the option of:
 - A. Taking the result of the play, or
 - B. Having the last batter return and assume the ball and strike count the batter had prior to the discovery of the ineligible player. Each runner would return to the base occupied prior to the play.
 2. After a legal or illegal pitch to the next batter, the ineligible player is disqualified and all play stands.

Thank you for choosing HBSA as your tournament stop. We hope that you will have an enjoyable experience. May the best team win and LET'S PLAY BALL!!!!

Hills Baseball/Softball Association

Girls

Fast Pitch

Softball Rules

&

Pitching

Regulations

Tournament Edition

Tournament Rules specific to Softball

1. All softball divisions will have continuous batting order. Full roster bats.
2. In all divisions if a runner leaves the base before the release of the ball, the runner is out.
3. Stealing is allowed in 10U,12u and 14u Softball.
4. Leadoffs are allowed in 10u, 12u and 14u Softball.

- A. In 10u softball, under no condition is a runner permitted to steal a base when a pitched ball is not batted. The runner(s) are allowed to lead off on pitcher delivery after the ball leaves the pitcher's hand, but the ball is dead if not hit and runner(s) must return to their base with liability or be put out.
5. Bunting is allowed in 10u, 12u and 14u Softball.
 6. Drop third strike is allowed in 12u and 14u Softball.
 7. Infield fly rule applies in 10u, 12u and 14u Softball.
 8. Walks are allowed in all divisions.
 9. No Inning may start after 2 hours for ALL divisions. If a tie still exists score reverts to last completed inning.
 10. Third batter hit by a pitch in the game means removal of the pitcher with no return.
 - A. In 8u HBP rule is at the discretion of the umpire. Rolling ball is not HBP.
 11. Ball in the 8' circle is a dead ball in 8u and 10u. Runners may not advance.
 - A. At the umpire's discretion, any runner more than halfway to the next base will be allowed to advance to that base when the ball is declared dead.
 12. Run limits; In 8u, no team shall score more than five (5) runs in one inning. If there are less than three (3) outs when five (5) runs are scored, the teams shall change sides. In 10U the run limit is (10) runs in one inning. This rule does not apply in the sixth or extra innings.

13. Offensive Conference:

There shall be only one charged conference between the manager and/or coach and the batter and/or the runner in an inning. The umpire shall not permit any such conferences in excess of one in an inning.

PENALTY: Ejection of the manager or coach who insists on another conference.

Defensive Conference

There shall be only three (3) charged conferences between the manager and/or coach from the dugout with any defensive player in a game. For every extra inning there shall be one charged conference per inning.

PENALTY: The fourth and each additional charged conference in a game or any conference in excess of one per inning in a extra inning game shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

Tournament Pitching Rules (Softball)

1. A softball pitcher is allowed to pitch only a designated number of innings in one day or the tournament.
 - A. 14U and 12U = No more than 7 innings in one day and no more than 16 innings in the tournament. Innings do not reset for finals!
 - B. 10U and 8U = No more than 6 innings in a day and no more than 14 innings in the tournament. Innings do not reset for finals!
 - C. As soon as a pitcher delivers one pitch to a batter it shall be considered as having pitched one inning.
 - D. Pitching records must be kept and signed by the umpire after each game.
 - E. Failure to keep pitching records will result in each pitcher being allowed to pitch only one inning in the game.
 - F. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game. (Example: ejection or removal of fourth defensive conference).
 - G. Illegal pitch will be called as per ASA rules.

RULE 1 – THE DEFINITIONS

Crow Hop (Fast pitch only) A crow hop is defined as the act of a pitcher, who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or standing point), pushed off from the newly established starting point and completes the delivery.

RULE 6 – PITCHING REGULATIONS (FAST PITCH)

Section 1. PRELIMINARIES

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24 inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- B. While on the pitching plate, the pitcher shall take the signal or appear to be taking the signal with the hands separated. The ball must remain in either the glove or pitching hand.
- C. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and both feet must remain in contact with the pitching plate at all times prior to the forward step.

- D. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- E. The pitcher may not take the pitching position on the pitcher's plate without having the ball in his possession.
- F. Section 2. STARTING THE PITCH

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow.
- F. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- G. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.

****NOTE:** it is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.

- H. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal. This includes a "crow hop" as defined under Rule 1.
- I. The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground.

- J. The pitcher must not make another revolution after releasing the ball.

Section 4. DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. NOTE: The offending player shall also be ejected from the game.

Section 6. FOREIGN SUBSTANCE

Any defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. The pitcher shall not wear tape on her fingers, a sweatband, bracelet or similar type item on the wrist or forearm of the pitching arm. NOTE: Batting gloves may not be worn on the pitching hand. EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball the player should be ejected from the ball game.

Section 7. CATCHER

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a putout or an attempted putout made by the catcher.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is cancelled. NOTE: The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating her hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT: Sections 1-8

- A. Any infraction of Sections 1-8 in an illegal pitch.
- B. The umpire shall give a delayed dead ball signal.

- C. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is cancelled. All action as a result of the batted ball stands. No option is given. NOTE: When a runner passes a base, she is considered to have touched a base.
- D. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.

Section 9. WARM-UP PITCHES

At the beginning of each half-inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five (5) pitches. Play shall be suspended during this time. NOTE: A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position of the player has not left the batting order or has not been removed from the pitcher's position by the umpire.

Section 10. NO PITCH

NO pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance as a result of a previous pitch.
- C. A runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. The pitcher pitches before a runner has retouched his base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ and other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. NOTE: A warning shall be issued to the offending team, and a repeat of offender being ejected from the game. EFFECT: Section 10A-E The ball is dead, and all subsequent action on that pitch is cancelled.

Section 11. DROPPED BALL

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain in play and the runner(s) may advance at their own risk.

GIRLS SOFTBALL AGE CLASSIFICATION KEY

Per ASA Code Article 201 H (1-7) Eligibility

Junior Olympic Age Qualifications. A player's age on December 31st of the current year determines the age classification in which the player is eligible to participate.

1. 8-Under Age Classification. A player who is 8 years of age or under on January 1 of the current year is ELIGIBLE.
2. 10-Under Age Classification. A player who is 10 years of age or under on January 1 of the current year is ELIGIBLE
3. 12-Under Age Classification. A player who is 12 years of age or under on January 1 of the current year is ELIGIBLE
4. 14-Under Age Classification. A player who is 14 years of age or under on January 1 of the current year is ELIGIBLE
5. 16-Under Age Classification. A player who is 16 years of age or under on January 1 of the current year is ELIGIBLE
6. 18-Under Age Classification. A player who is 18 years of age or under on January 1 of the current year is ELIGIBLE
7. Junior Olympic Gold 18-Under Fast pitch teams may not participate in any age classification less than 18-Under.

Players of younger age classification may play in older age classifications, but an older age classification player may