



## **Kansas Fastpitch Softball Tournament Rules**

*All Rules not covered, will follow the Independent Fastpitch Association Ruleset.*

**KSFP/IFA Policies:** At least two coaches are required to pass a background check.

Teams must also be able to provide proof of insurance and IFA registration. Roster

submission is only required if your team has IFA Insurance. *Salina Summer*

*League Teams are already required to have all coaches pass a background check*

*and team insurance and IFA registration is included in the league fee.*

**Equipment:** All bats are required to have either the ASA 2000, 2004, or the new

USA “All Games” stamps and cannot be on the non-approved bat list. Balls must

be red-stitch, optic yellow, .47/375, and bear the ASA/USA and/or NFHS stamp.

8u-10u shall use an 11” ball, while 12u-18u will use the 12” ball. Defensive

facemasks are optional. All helmets must have a facemask, chinstraps are optional.

Metal cleats are allowed in 14u-18u ONLY.

**The Game:** Each game will be 70 minutes or 7 innings. The run spread will be 12

after 3, 10 after 4, and 8 after 5. Home team will be determined by coin flip in pool

play and by higher seed in bracket play. *8u-12u will have a six-run limit per*

*inning.*

**Line-ups:** 8u-12u will bat full roster throughout the entire tournament. 14u-18u will have five options to choose from: nine players, nine players with XP (10<sup>th</sup> batter), DP/Flex, DP/Flex with XP, or roster. Courtesy runners are allowed for the pitcher and catcher and must be substitutes, if available. *If no subs are available, the CR can be anyone listed on the line-up. The same player cannot run for both in the same inning.*

**Pitching:** *Pitchers are no longer required to keep both feet in contact with the pitcher's plate. The pivot foot must be in contact with pitcher's plate from the start to completion of the pitch. A step-back with the non-pivot foot is allowed. Both feet must remain on or within the 24-inch pitcher's lane through the completion of the pitch. **Illegal pitches will only result in a ball on the batter.***

**Jewelry:** Jewelry is at the discretion of the coach; however, we strongly prefer jewelry be limited to studs, tight fitting rings, and/or elastic bracelets.

**Use of Electronics:** The use of electronics to transfer data, etc., is strictly prohibited while on the playing field and in team areas.

**Sportsmanship Policy:** All members of a team, including spectators are expected to act in a sportsmanlike manner, per discretion of tournament staff and umpires. Any unsportsmanlike and/or profanity towards a player, coach, spectator, umpire, and/or staff member may be subject to ejection and/or other disciplinary action taken by the tournament staff.

## **8u Rules**

**Batting:** Each batter will receive five pitches or three swinging strikes. Fouls balls on the fifth pitch or third strike will result in an additional pitch. Bunting is not allowed.

**Infield Fly:** There will be NO infield fly rule in effect.

**Defense:** Teams will be allowed to field ten players at a time and may have at least two coaches on the field.

**Coach-pitcher:** The coach-pitcher is a part of the field of play and if hit by a batted ball, the ball remains live. If the coach-pitcher intentionally interferes, a dead ball will be called, and the batter will be called out and all runners will return to the last base touched. Coach-pitchers may not coach the players while the ball is live. Violation will result in interference and the player closest to home will be called out and runners will return to the last base touched.

**Player-pitcher:** The player-pitcher must have both feet completely inside the circle prior to the pitch. They may stand on either side of the circle.

**Baserunning:** Baserunners may leave the base at the time of the pitch. Leaving early will result in an out. No stealing is allowed.

**Overthrow Rule:** 1) Foul Territory: Only (1) base on an overthrow when the ball goes into foul territory. Example: If a batter-runner hits the ball to the infield, the fielder throws to 1st or 3rd base and the ball goes into foul territory: The umpire will call “Time”, the runner or runners cannot advance past the last base they occupied at the time the ball went into foul territory. The batter-runner will only receive 1st base on an overthrow to 1st base. After time has been called, the umpire will properly place the runners 6 at the proper bases. 2) Live Ball Overthrow: If the overthrow stays in fair territory, the base runner(s) may advance as many bases as they wish, with the liability of being put out.

**Time:** “TIME” will be called by the umpire after every play. “TIME” is a judgment call by the umpire and should be called when:

- 1) Play has ceased and runners are not obviously advancing.
- 2) The ball becomes in possession of a defensive player in the path area ahead of the runner(s).
- 3) No play is being made on another base.

## **10u-specific Rules**

**Dropped Third Strike:** There will be NO dropped third strike rule.

**Infield Fly:** The Infield Fly Rule will NOT be in effect.

**Stealing:** Stealing is allowed of 2<sup>nd</sup> and 3<sup>rd</sup> base. Runners may only steal one base per pitch. Stealing of home is not allowed.

*Our mission is to provide a fun, competitive, safe atmosphere for all our participants, coaches, and spectators! Thank you for playing Kansas Fastpitch Softball!*