



HILLSBORO GIRLS SOFTBALL ASSOCIATION
P.O.Box 2635 • Hillsboro, OR 97123
www.HGSA.net

Tournament Adjustments

Innings/Runs Allowed:

U8: 3 innings-6, 6, 8

U10: 4 innings-6, 6, 6, 8

Tie Breaker (if necessary): 4 runs allowed

We have to keep the games moving!! We have a set number of innings that we HAVE to get in. The girls need to hustle on and off the field, catchers need to be ready. ASA rules say that at the beginning of each half inning, or when a pitcher relieves another pitcher, not more than one minute may be used to deliver not more than five pitches... that can be with coach OR catcher.

Jamboree / Tournament time limit rule will be as follows:

There will be a drop dead time limit of 1 hour 45 minutes regardless of the number of innings played.

If the game ends at 1 hour 45 minutes and you are in the bottom of the inning:

- a): if home team is ahead, final score stands, or
- b): complete the inning.

If the game ends at 1 hour 45 minutes and you are in the top or middle of the inning:

- a): score will revert back to last full inning played.

This will apply to all Jamboree / Tournament games. You need to keep things moving, hustle on & off the field and keep your time-outs to a minimum.

In the event of a tie, you will play a Texas tie breaker inning. The inning starts with 2 outs, the next batter in the order up to bat, and the last out from the previous inning on 2nd base. Play continues to a 4-run limit or until the 3rd out is achieved; Each team will get to bat.

The tie breaker will be played based on the final score whether all innings were completed or if the game reverted back to the last full inning played which was a tied score.

We will be playing with the following Run Ahead Rule:

Up by 9 runs after 3 innings. If this happens in the middle of an inning the game will be over. The inning does not have to be completed*. (*Applies to bottom half of an inning. If Visiting team goes up by 9 runs in the third inning, Home team would still get a chance to bat. The rule states runs ahead **after** inning played. If Home team went up by 9 runs in the middle of their third inning at bat, game would be over, they would NOT finish the inning.)

If the home team is ahead in the bottom of the last inning, they will not bat again. Placement will be based on Wins/Losses, Head to Head, and "Runs Allowed." Runs scored will not be considered.



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Conferences (Time Outs):

Offensive: There shall only be ONE conference per inning. If a coach or manager insists on another conference, they are ejected from the game. Offensive conferences shall last no longer than 30 seconds.

Defensive: There shall be THREE conferences per 7 inning game. If a coach or manager insists on additional conferences, their pitcher is to be removed from pitching. She can play a different defensive position but may not pitch for the remainder of the game. Defensive conferences shall last no longer than 20 seconds. The umpire and home book shall track the number of defensive conferences.

Rule Clarifications

Number of Players / Playing with only eight players

U8: All teams will play with 10 defensive players including four outfielders.

U10: All teams will play with nine defensive players including three outfielders.

Note: An official game can start with eight defensive players. Teams do not have to take an out for the ninth position when playing with only eight players.

Runner Advance (U8)

Base runners may not advance a base on a dead ball, on an overthrow, or once the ball has been thrown towards the pitcher. Base runners may continue to advance until a hit ball is touched by a defensive player. Coaches and Umpires are to agree on dead ball interpretation prior to start of game.

Batter hit by a pitch (from another player, not coach) (U10):

The batter has to make an effort to get out of the way of the ball. If she does not move and gets hit, the umpire shall call a "ball" and the batter continues batting unless it is ball four. If the batter attempts to move and gets hit, the umpire shall call "dead ball" and the batter gets to go to first. Runners do not advance unless first is occupied at the time of the pitch and they are forced to advance. It does not matter if the ball hits the ground before striking the player or if it is a direct pitch.

Leaving the Base Early

If a runner is called out for leaving the base before the pitcher has released the pitch, the result is:

- a. The ball is dead.
 - b. "No Pitch" is declared.
 - c. The runner is out.
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Leading off after Coach Pitch:

During coach pitch, runners on base are allowed to leave the base once the ball is released from the coach's hand. If the ball is not hit into fair territory, runners must return to the previous base. If the ball is hit into fair territory, runners may advance at their own risk. Note: Players that lead off are subject to a pick-off after the ball is pitched, even if the ball is not hit into fair territory. The ball is live until the pitcher has control in the circle and umpire has called time.

Coach Pitch

In regard to Coach Pitchers, multiple designees are allowed as long as all Adult Pitchers have passed the necessary background checks.

Designated Manager (U10): Each team will designate a Coach as Manager. The Designated Manager will attend the plate talk with the Umpire. Only the Designated Manager is allowed to approach the umpire regarding any rule clarifications, and must complete this process properly, by calling time or approaching between innings. Any coach who is not the Designated Manager and questions or exhibits unsportsmanlike behavior toward Umpire Calls, may be ejected in the Umpire's judgment, without warning.

Unsportsmanlike Spectator (U10): If the Umpire sees unsportsmanlike actions or comments from a Spectator, the Umpire will notify the Coach of the offending Spectator. The Coach will give the offending Spectator one warning. If the Spectator continues with the unsportsmanlike behavior, the Umpire will eject both the spectator and the Designated Manager.

Ejections (U10): All ejections made by the Umpire result in the following: Ejected individual will need to leave the line sight of the field and will not interact with any game participants. Failure to comply will result in forfeiture of the game. If the Designated Manager is ejected, a replacement Manager may be assigned. If two coaches are ejected in the same game, the team will forfeit the current game.
