

Center Grove Lassie League All Star State Championship

This is an All-Star/Sunday Select Showcase level tournament only

8U/10U/12U absolutely no A/B travel teams. Teams classified as newly formed C, Sunday Select Showcase type will require proper vetting and must be approved by CGLL Board for participation. Any team found not to meet entry requirements will be removed from tournament and forfeit all entry fees without refund. 14U & 16/18U C level travel allowed

<http://centergrovelassieleague.org>

2016 Tournament Director

Gary Grubb

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General information for all Levels

1. Upon arrival, all managers need to check their teams in. The check in table is located behind the concession stand. You will be required to provide us with any missing documents, registration form, complete roster with dates of birth, and a copy of your insurance.
2. Birth certificates and or state ID are to be made available in the event of a needed inspection.
3. Complete games shall be 7 innings for 10U, 12U and 14U and 16/18U - 6 innings for 8U.
 - a. Pool Play games are 70 Minutes drop dead. Pool games can end in a tie.
 - b. Tournament Play: No new Inning after 70 Minutes. If a tournament game is tied after regulation innings or time has expired, the remainder of the game shall be played using the international tie breaker (i.e. last out of previous inning starts at 2nd base).
4. During pool play, home team is decided by the flip of the coin. Highest seed in pool will be home team in tournament play. When teams from different pools meet and have the same seeding, home team will be determined by coin flip.
5. All players available and on the roster shall bat. 10 players may play in the field in 8U/10U/12U. Free substitution is allowed. 14U/ 16/18U 9 players may play in the field. DP FLEX is not to be used. All players on roster and present will bat. If you have 13 then all 13 bat in order submitted on batting order.
6. In 10U, 12U and 14U, and 16U courtesy runners are allowed for the pitcher and catcher only. The courtesy runner will be the last batted out previous to the catcher or pitcher in the batting order. (If that spot is a pitcher or catcher, move to the next out in the order.)
7. Mercy rule is 12 runs after 3 innings, 10 runs after 4 innings; and 8 runs after 5 innings,
8. **Batting helmets with properly equipped face masks are required for all batters. Chin straps are required.**
9. No Drop Third Strike 8U and 10U only

10. 10U, 12U, 14U and 16U shall follow the ASA rule book, with the exception of rules 1-6 above.
11. Tie-breakers for determining seeding in bracket play: (1) Overall Record, (2) head-to-head, (3) runs against (4) Runs for 5) coin flip.
12. A team must field a minimum of eight players to play a game. Teams with only eight players will automatically take an out at the end of their batting order (Unless due to injury during said game). Late arriving players may enter the field of play during the next dead ball as allowed by the umpire. Sickness or injury occurring during the game will be exempt.
13. As a courtesy to other teams, please remove all trash from dugouts and place in the provided trash cans.
14. Any team warming up a pitcher must wear head and throat protection.
15. A player who is injured or becomes ill shall report with her coach to the umpire. Upon notification to the other team she will not be counted out at her subsequent at bats. Once the player misses an at bat she may not re-enter the game.
16. Please keep all team warm ups in the outfield only. There is to be no fielding practice in the dirt. This allows for fields to be prepped for play. After the field is prepped Pitchers only may warm up in the on deck batter area.
17. Do not strike softballs in to the fencing
18. Batting cage and warm up areas are first come. Please however keep use of batting cage and warm up areas to 30 minutes if another team is waiting.
19. Rain out, pool, and bracket information will be posted on league website.

The following rules apply to 8U ONLY:

Batting

- The batter may get up to 6 pitches to hit the ball. The batter will be called out after the sixth pitch or three swinging strikes. If the sixth pitch is a foul ball, the batter will continue at bat until the ball is hit in fair territory, missed, or passed. There will be no walks.
- Bunting is NOT ALLOWED IN COACH PITCH.
- There will be **no infield fly rule**.
- **6 Run Max per Inning Limit in 8U**
- **Pitcher must pitch in an underhand method in which one foot stays on the mound until release of ball.**
- **Only three offensive coaches (the pitcher, first base, and third base) may be on the field.**

Base-running

- A runner may not leave the base until the pitch crosses home plate. A player who leaves the base early will be given a warning. (Umpires will inform Coaches) If she continues to leave early, she will be called out.
- Stealing of bases is not allowed.
- When play is stopped, runners will advance to the next base if one foot has crossed the halfway hash mark to the next base. They will return to the previous base if they have not completely reached the halfway hash mark or if a stopped runner occupies the next base.
- If an in-fielder has forced the lead runner to stop their forward progress and initiate a return to a base, time is called **immediately** by the umpire and the runners may not advance.

Dead Ball/Defense

- If the coach/pitcher is hit by a batted ball or unintentionally interferes with a play, the umpire will declare a dead ball and no pitch. If the umpire judges that the interference was intentional, the batter is out.
- Any pitched ball is considered a dead ball until hit by the batter. The return throw by the catcher to the pitcher is a dead ball.
- The ball is dead on any play when a player within the pitcher's circle has **control of the ball and holds it up in the air**. The ball becomes live only when the ball is pitched and hit by the next batter.
- No player may be positioned in front of the pitching coach within the circle or in front of the 30' infield arc.
- **Only one defensive coach is allowed on the field. This coach must be in the outfield.**

Field Layout



Center Grove Lassie League is located on Morgantown Road between Smith Valley and Fairview Road. The facility consists of 10 Lighted diamonds, all designed specifically for girls softball. Focus on the girls is the first priority. Our program consists of girls age 4-18 in the Recreational, All-Star and Travel programs. It's important to know we are a Non-Profit facility ran by volunteers to keep up the quality of our facility. We need the community of families to support the facility and volunteer to remain a successful, safe park for the girls to play.

Directions to the Park

465 to 37 South; Left at the stoplight at Fairview Rd; Right at the round-a-bout on Morgantown Rd; Lassie League is 1/2 mile on Right Side. The CGLL facility is located at:

110 Morgantown Rd Greenwood, IN 46142