

Grade 8 Boys Softball

T.I.S.S.A.

Hosted by Morrison Academy Kaohsiung

On December 8th, 2018-19



Middle School Athletic Director: Jason Gregg

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School address:

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TISSA Schools Participating

MAK IIS
 KAS MAC
 KSS TES
 MAT GCA

Schedule:

Pool 1				Pool 2	
MAK				IIS	
KAS				MAC	
KSS				TES	
MAT				GCA	
Time	Field 1			Time	Field 2
9:00-9:55	MAK vs KAS			9:00-9:55	IIS vs. MAC
10:00-10:55	MAT vs KSS			10:00-10:55	TES vs. GCA
11:00-11:55	MAK vs KSS			11:00-11:55	MAC vs. TES
12:00-12:55	MAT vs KAS			12:00-12:55	IIS vs. GCA
1:00-1:55	MAK vs MAT			1:00-1:55	MAC vs GCA
2:00-2:55	KAS vs KSS			2:00-2:55	IIS vs TES
3:00-3:55	1st vs 1st for 1st and 2nd place.			3:00-3:55	2nd vs 2nd for 3rd place.
4:00-4:30	Awards				

*Please take note that due to travel time limitations as well as trying to avoid playing games during twilight some of the teams will be playing games back to back. Please make sure your coaches and teams are ready for that.

Important MAK Tournament Rule Adjustments and Information:

- Be sure to have a **batting order** prepared on paper (I will provide) with students batting order. All team members need to be on the batting roster. **Include jersey number. Remember the batting order does not start over at the beginning of each inning.**
- Food and drinks will be sold on campus.
- Drinking water can be limited so I recommend teams bring drinking water if possible.
- Bring your own **softball bats** and warm-up balls. Any team found using a baseball bat will automatically forfeit the game and any other games previously played. Softball bats generally say softball on them.
- One coach per team will be given a lunch coupon and some free snack and drinks will be available for coaches.
- Be aware that a simple sportsmanship rubric will be given out at the beginning of the day for coaches and umpires to fill out then turn in before awards.
- Every team is guaranteed 3 games.
- No tied games. If at the end of the 6th inning the game is tied there will be one more inning played.
- In a close game if at the 55th minute the 6th inning is not complete the inning will be allowed to be played out. The following game will begin as soon as the previous game finishes.
- **Reminder that this year 8th grade will be using student pitchers. Pitchers will be pitching to opponent. Three strikes and four balls will be called by umpire.**
- Batters can be called out for strike three after the second foul ball.
- If a team scores seven runs within an inning the **mercy rule** requires to switch out from offence to defense.
- **Home run** - any ball hit over the marked home run line will be considered a home run.
- A double run will be awarded to any ball hit that rolls or bounces past the home run cones/line.
- Due to facility limitations the home run lines have been modified.

MS TISSA Softball Rules

ASA Softball rules will be applied, except for the following amendments:

Pitching

1. Pitching Height: The ball must travel above the batter's head. The path of the ball must have an arc.
 - A legal pitch that contacts any part of the strike zone mat will be called a strike (see Field Dimensions # 5).

2. MS softball will be player pitch.
 - Pitching distances will be:
 - Grade 6 - 35 feet (12 meters)
 - Grade 7 - 40 feet (13 meters)
 - Grade 8 - 45 feet (15 meters)
3. When pitching, one foot must be in contact with the pitching rubber (line) until the ball is released.

Batting

1. Batters should drop their bat vertically within the first 10 feet towards first base. If the bat is thrown the batter will be called OUT.
2. The batter runs to the safety base at first base (see Base Running rules).
3. All players must bat. If playing players down only 1 can be on the field at a time and all will bat. (refer to section 12)
4. No bunting. A strike will be called for any deliberate bunting attempts.
5. 4 balls will result in a walk. A batter is called out after 3 strikes. If the batter fouls the ball on their 3rd strike twice they will be called out.
6. Baseball bats are not allowed.
7. The following guidelines shall be used to determine if a bat meets the ASA guidelines:
 - a. **Length and Weight:** The bat shall not be more than 34.0 inches (86.360 cm) long, nor exceed 38.0 ounces (1077.30 g) in weight.
 - b. **Diameter:** The bat shall not be more than 2.250 inches (5.7150 cm) in diameter at its largest part.

Base Running

1. No leading off or stealing allowed. Runners may only advance when the ball contacts the bat. If the runner leaves before contact the team will receive a warning. The second infraction will be result in the runner being called out.
2. The umpire will call "time" when the pitcher has the ball within the infield or the ball is thrown out of bounds.
 - No base running is allowed after time is called.
 - The ball is considered dead when an attempt is made to throw the ball to the pitcher. Players will not be allowed to advance to the next base if the ball rolls out-of-bounds.

3. On an overthrow, runners that have passed the halfway point on the base path may continue to the next base at the umpire's discretion.
 - There will be a halfway marker on the base running line, to assist the umpire with his/her decision.
4. A ball thrown over the safety line is considered out-of-bounds. The safety line will either be a 20ft marked line or a natural barrier. This will vary depending on the field.
5. Sliding is allowed except at first base and home plate.
 - Home plate is always a forced out and not a tag out.
6. If a runner crosses the line 30 ft. from home plate he/she cannot return to third base and will either score or be forced out.
7. Runners may advance only one base on an overthrow that leaves the field boundary. The base you are closest to at the time the ball goes out of bounds + 1 more. Umpire should call out of bounds-one base only.
8. Players must cross the home line in order to score a run. The home line should be 2m wide from home plate marked with a line or a cone.

Mercy Rule

1. If a team is ahead by 15 runs after 4 innings (6 inning game), the game is over. Teams may continue to play but the official game is over. Maximum point differential will be 15 runs.
2. Only seven (7) runs will be allowed per inning.

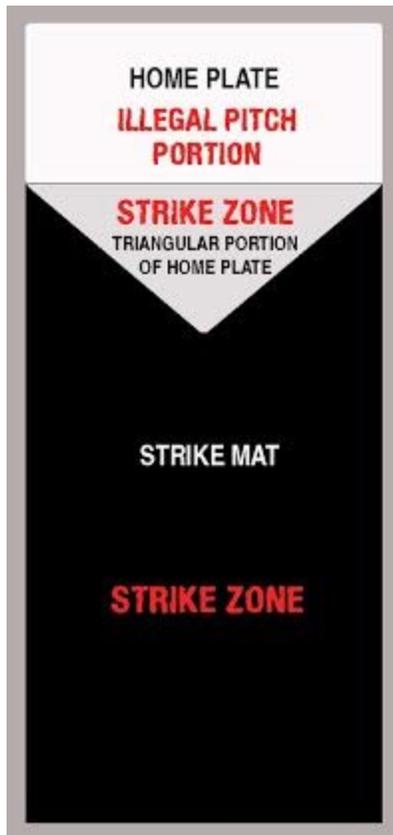
10th Player Rule

1. A fourth outfielder may play anywhere in the outfield. The outfield is defined as the area outside the baselines.
2. As long as the 10th player starts out behind the baseline prior to the ball being hit, they are legal. Once the ball is hit into play, any player may take up any position.

Field Dimensions

1. Pitching Rubber (measure from the back of home plate to the front of the rubber)
 - a. Grade 6 - 35 feet
 - b. Grade 7 - 40 feet
 - c. Grade 8 - 45 feet
2. Base lines (measured from the back of home plate to the front of the base)

- a. Grade 6 - 60 feet (18.29 m)
 - b. Grade 7/8 - 65 feet (19.81 m)
3. Suggested outfield “fence” distances (if space allows) A ball hit over the “fence” in the air is considered a home run. Any ball that rolls past the “fence” is a double.
- a. Grade 6
 - i. Minimum - 175 feet (53.34 m)
 - ii. Maximum - 200 feet (60.69 m)
 - b. Grade 7 and Grade 8 girls
 - i. Minimum - 200 feet (60.69 m)
 - ii. Maximum - 225 feet (68.58 m)
 - c. Grade 8 boys
 - i. Minimum - 225 feet (68.58 m)
 - ii. Maximum - 250 feet (76.20 m)
4. Ball size
- a. Easton Incrediball size 11”
5. Home Plate - dimensions of home plate strike zone mat are 36 inches X 26 inches



1. Coaches are required to provide a batting order at the beginning of the game.
2. Maximum roster size during the TISSA Tournament is 18 players.
3. Time limit will be 55 minutes per game or six (6) innings, whichever is the shortest.
 - a. If the games are running on schedule, the beginning of the hour will be considered the start of a new game.
 - b. Games must start promptly.
 - c. A new inning may not start later than 50 min. after the start of the game.
4. There will be no pitcher warm up unless there is a new pitcher (generally 5 pitches should be sufficient for a warm up).
5. Umpires will determine the home team with the flip of a coin.
6. Tie breaker rule for tied teams in league/tournament format:
 1. Head to head result
 2. Points difference (between tied teams)
 3. Points scored (between tied teams)
 4. Points against (between tied teams)

If there is still a tie:

1. Points difference (between all teams)
2. Points scored (between all teams)
3. Points against (between all teams)