



Grade 8 Girls Softball Tournament

ISU Soccer Field
No. 1, Section 1, Xuecheng Road, Dashu District,
Kaohsiung City, 840

December 8, 2018



Coaches,

Welcome to the TISSA Gr 8 girls softball tournament. I hope you enjoy the tournament and the venue and wish you and your teams good luck. All teams are guaranteed 2 games.

In this package you will find the following:

- Double Elimination Bracket
- Tournament schedule
- Tournament Rules
- Info on Food and Parking
- Map
- Sportsmanship Rubric

If you have any questions please talk to one of our student helpers or myself.

There will be subs (Subway) brought in at 12pm for lunch for coaches and officials. Only coaches and officials are allowed in the coaches room under the bleachers. There will be some snacks as well as soft drinks, water, and juice for you throughout the day.

Please help keep the campus clean by utilizing the recycling and trash bins.

Regards,

Sean Sartison
Cell: 0908271918



Schedule:

Time	Game #	Opponents	Score Results	Umps Scorer
8:30	1	MAK vs KAS		U
9:30	2	IIS vs MAC		
10:30	3	TES vs W 1		
11:30	4	L1 vs L2		
12:30	5	W2 vs W3		
1:30	6	L3 vs L4		
2:30	7	L5 vs W6		
3:30	8	W 5 vs W 7		
4:30	9	If Needed (L8 1st Loss)		
Awards				

MS Softball Rules

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

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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. A batter will be given one courtesy foul on their 3rd strike. The next foul will result in an 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 26 inches wide X 36 inches long.





Tournament Details

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)



Tournament Related Information

Fees: Each team entered will pay 1,000 NT per team to the tournament director on the day of competition. A receipt will be given to each school at the tournament.

Food: The E-Da mall has a plenty of food options and is a very short walk from the ISU campus. To get to the food court, cross the street and enter the mall. Turn right once in the parking garage, and locate the elevator on your right. The food court is on the 3rd and 4th floors. There is also a Family Mart on the ISU campus for snacks and drinks. (See the map) Teams are encouraged to bring water bottles. There are water dispensers on the ISU campus but I am not sure they will be accessible for us on Saturday,

Games: Please bring your own warm up balls. Please make sure your team is ready and prompt for each game. I have allowed 55 mins for each match. Teams are expected to warm up prior to the start of their match. Warm up locations that can be used are: basketball courts, rainbow track, and the side field.

Facilities: To get to the ISU Soccer field you will have to take your bus up the hill. Have your bus driver ask the guards at the gate how to get there. I will try to have a student helper meet your bus at the gate. There are bathrooms and water fountains that are easily accessible from the field.

First Aid: Our school nurse will be on site to provide first aid and medical attention.

Bus Parking:

The bus can drop off teams at the ISU soccer field. Bus parking is located opposite the E-Da theme park.

MAPS

The map below shows the location of the ISU Field and the Family Mart.





The Image below shows where bus parking is available.





Sportsmanship Award Rubric

Evaluating School:

Place scores in the school columns of the first three categories, considering behavior of both athletes AND coaches.

SPORTSMANSHIP!									
	1 = Poor	2 = Inconsistent	3 = Good	4 = Exemplary	T E S	M A K	M A C	I I S	K A S
Interaction w/ opponents	Abusive or argumentative; challenging, disrespectful, provocative	Sometimes negative or disrespectful; otherwise OK	Obviously respectful, with fair play demonstrated and positive effort shown	Serious effort while showing respect for opponents. Complementary and/or helpful with opponents					
Interaction w/ teammates & own coach	Complaining, whining, disrespectful	Sometimes at odds with teammates or coach	Mostly full effort given during play, cooperative	Total effort and cooperation; supportive, encouraging, positive					



Interaction w/officials, spectators	Argumentative and disrespectful	Sometimes argumentative or challenging; otherwise OK	Mostly without reaction to officials calls, or crowd calls	Never a negative reaction to or questioning of officials' calls or crowd reactions; thanking/complimenting officials					
Away from competition behavior (Done by tournament director.)	Loud, abusive, disruptive—not cooperating with host school officials or team coach(es)	Occasional questionable off-court/out of play behavior; otherwise OK	Mostly polite and respectful, as observed	Extremely respectful, polite, and personable; respectful and communicative with host families—an exemplary representative for his/her school					
TOTAL SCORE: The host school tournament/event director will complete “Away from competition behavior” category									

