



**2021 Phantom Summer Classic  
Girls Fastpitch Softball Tournament  
July 9 - 11, 2021**

**8C Tournament Supplemental Rules**

**General Rules:**

1. USA Softball "C" Tournament rules apply with these supplemental rules
2. Game Ball: 10" low compression softball.
3. Base Distance: 60 feet.
4. Pitching Distance: 30 feet.

**Run Limits:**

1. For the first 2 innings, there is a 5 run per inning maximum.
2. Starting with the 3<sup>rd</sup> inning, you will be able to increase your lead by 4 runs per inning.
  - If you are ahead when you start batting you can increase your lead by up to 4 more runs
  - If you are tied when you start batting you can go up by 4 runs.
  - If you are trailing when you start to bat, you can go ahead by 4 runs.
3. Run rule is 12 runs at the end of 4 innings, or 8 runs at the end of 5 innings for all games.

**Time Limit:**

1. No new inning after 70 minutes or 6 full innings.
2. Championship Game: No new inning after 80 minutes or 6 complete innings.
3. International Tie Breaker will be in effect for bracket play.
4. No drop dead time limit.
5. Each team will receive at least a 20-minute break between games when possible.

**Base Running:**

1. Bases: 60 feet.
2. For the first 2 innings there will be a 5 runs per inning per team maximum. Starting with the 3<sup>rd</sup> inning you will be able to increase your lead by 4 runs per inning (if you are already tied or ahead) or go up by 4 if you are trailing.
3. Lead off permitted on pitcher release.
4. Stealing of 2B and 3B is allowed during player pitch. Base runner can leave the bag when the ball is released by the player pitcher. No stealing home, including on pass balls or wild pitches. No stealing during coach pitch.
5. **Overthrows:**
  - a. On a throw to first base the following occurs. No batter can advance to second base as a result of an errant throw to first base. All other Runners may only advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live ball territory.
  - b. On a throw to any other base or position. If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with liability of being put out.
  - c. The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play.

- d. Runner and batter/runner may be put out if they advance beyond the base they are entitled to on the errant throw. At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.

**Fielding:**

1. 10 players may be allowed on defense in the field at any one time, four of which are outfielders.
2. Outfielders must position themselves at least 10 feet behind the baseline.
3. No Infield Fly Rule.
4. Play stops when ball hit to outfield gets in the control of the pitcher, who is in the infield.

**Batting:**

1. Everyone bats and free defensive substitutions.
2. No dropped 3<sup>rd</sup> strike. Runners may not advance.
3. Bunting is allowed. **Exception:** No bunting off coach/pitch.

**Pitching:**

1. Pitching distance: Player and Coach 30 feet.
2. Players will pitch to opposing team. 2 inning limit for pitchers, plus 1 additional if the game goes more than 4 innings. One pitch in an inning constitutes a complete inning.
3. No walks.
  - a. A coach/pitcher will enter the circle when 4 balls have been called by the umpire. **Coach must pitch "legal" pitches from pitching rubber.**
  - b. The coach/pitcher will assume the player/pitcher strike count and will throw no more than three (3) pitches with the umpire calling balls/ strikes.
  - c. If the pitch is not put into play by the last pitch, the batter is out. **Exception:** If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
  - d. Batter will NOT be awarded a base on a Hit by Pitch from the coach/pitcher, but will by a player/pitcher.
4. If a batted ball hits the coach/pitcher the ball is dead and the batter is out. At no time shall the coach/pitcher obstruct play.
5. Player/Pitcher must have one foot in the circle at the time of coach/pitcher is pitching.
6. Coach/Pitcher must stay in the circle during play and **MAY NOT** provide Coaching assistance.

**Your Pleasanton Phantom Summer Softball Classic Team**

General Questions, email [tournamentdirector@pleasantonsoftball.org](mailto:tournamentdirector@pleasantonsoftball.org)

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