

Chuck Harmon Little League

2nd Annual Chuck Harmon Softball Classic
July 27th-July 28th



ASA rules unless otherwise noted in age specific rules.

General Rules

- Each team will play 2 pool games followed by a single elimination tournament
- 6 innings or 70 min. games, finish the inning (Pool can end in tie, tournament will use tie breaker)
- Game times listed are approximate. Be prepared to take the field at the conclusion of the game prior to your game. Failure to be on the field and ready will result in a forfeit. It is recommended that you arrive 1 Hour ahead of the listed time.
- In case of inclement weather, games may be shortened
- Line-ups are to be submitted to the official scorebook and opposing team prior to game time.
- Home team listed 1st in pool play
- Home team will be determined by seed in bracket play.
- Seed determination: Win/loss record, Head to Head, RA, RS, random draw
- Tie game considered 1/2 win and 1/2 loss. Forfeited game noted as 7-0 loss.
- Home team = official scorebook, Visitors = scoreboard
- Plate umpire will announce official start time after concluding the coaches meeting
- Official start time will be notated in the official scorebook
- Tournament games will use tie breaker
 - Offensive team begins with runners on 2nd & 3rd and start with 1 out. Runners are the last 2 completed at bat
- Any rule questions or rule clarifications will be reviewed with the plate umpire prior to the start of the game.
- Please see next page for age specific rules

If any issues arise, please find a CHLL representative. We are all volunteers and do our best to provide a fun, safe, and educational experience for the players. We will not tolerate any unsportsmanlike behavior by coaches, players, or fans. If it is deemed necessary, a guest may be asked to leave for a specified amount of time to be determined by an umpire or CHLL representative.

We ask that everyone respect each other and remember, it is just a game.

In case of inclement weather, we will notify via email or text group.

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8U Coach Pitch Rules

- Time must be called to stop the lead runner. It is the umpire's discretion if the runner is under or over half way between bases and can advance or return.
- 6 defensive players allowed in the infield and 4 players in outfield. 1 outfield coach permitted.
- Player pitching must have at least one foot inside circle at the time of the pitch
- No bunting
- No stealing but base runners may lead off when ball leaves pitchers' hand.
- Unlimited bases on overthrows.
- Batters will be allowed 5 pitches/3 strikes unless the last pitch is fouled.
- Run Rule is 12 after 3, 10 after 4 or 8 after 5
- Courtesy runner allowed for catcher, must be last out made.

10U/12U Rules

- Drop 3rd strike in effect
- Bunting allowed
- 3 outfielders
- Courtesy runner allowed for pitcher/catcher. Last person to make the out.
- Unlimited stealing, runners may lead off after the ball leaves pitcher's hand.
- No intentional walks
- Run Rule is 12 after 3, 10 after 4 or 8 after 5