

# Jasper Slugfest 2026

8U and 7U All – Star Tournament

Coach Pitch

June 5<sup>th</sup> & June 6<sup>th</sup> Baseball & Softball

Jasper Youth Baseball Association Park

Jasper, TX

\$250.00 / team

REGISTRATION FORM

Team Name: \_\_\_\_\_ City: \_\_\_\_\_

Please include a team roster with the following information: Coaches' first and last name (no more than 4), Players first and last names with each player's date of birth (no less than 9 or more than 12.)

League Affiliation (Little League, Dixie League, etc.) \_\_\_\_\_

Baseball Division (circle one):    8U BB Division    7U BB Division    Softball 7/8 Division

Manager: \_\_\_\_\_ Phone (Cell): \_\_\_\_\_

Available to play on Friday 6/5/2026 Yes \_\_\_\_\_ No \_\_\_\_\_

Email: \_\_\_\_\_

Coach: \_\_\_\_\_ Coach: \_\_\_\_\_

Coach: \_\_\_\_\_

Please fill out form and email to:

Softball: [derek\\_c3@msn.com](mailto:derek_c3@msn.com) Attention "Derek Clotiaux" 409-382-7713

Baseball: [zcolvin8@gmail.com](mailto:zcolvin8@gmail.com) Attention "Zac Colvin" 210-501-9903

Payment: Make checks payable to "JYBA" and mail to JYBA, P.O. Box 1513, Jasper, TX 75951.

# JASPER BASEBALL SLUGFEST TOURNAMENT RULES

## ARTICLE I - TEAMS & EQUIPMENT

A Team roster must consist of at least 9 players and not more than 12 players to start a game. All Players must meet age requirements for this tournament (8 years old or less as of August 31, 2026.)

Each team will bat their entire roster and field 10 defensive players (four outfielders). Each player must play at least 3 consecutive defensive outs in the field. A team may play with 8 or 9 players (either due to absence, injury, or ejection.) A team dropping to 8 players must take an OUT each time the 9<sup>th</sup> player comes up in the batting order. Any team fielding 7 players or dropping to 7 players during a game must forfeit the game. A team dropping to 8 or 9 players on defensive shall place a defensive player in the catcher's position.

Teams fielded from Little League, Dixie League, and Pony League programs are eligible for play in the tournament.

Each team shall clean their dugout after each game.

**No "2 3/4 inch" bats may be used.** All bats used must be approved for Little League play and have the USA

APPROVED BAT STAMP!

Catchers must wear full gear including a protective cup and a throat guard. Catcher must receive the ball from directly behind home plate in a squatting position (not at the fence behind home plate in the catcher's box).

Batters are not required (though they are strongly recommended) to wear face masks.

## ARTICLE II - MANAGERS / COACHES

Each team may have NO MORE than **FOUR** coaches in the dugout, and they must be listed on the official roster submitted to tournament officials. Coaches are allowed outside their dug out while on defense, but they must stay off the field of play and remain close to their team's dug out. At any time, the umpire may request coaches' to stay inside their dug out.

Profanity or inappropriate conduct will not be tolerated. Inappropriate conduct is defined as such conduct that would be objectionable to a reasonably prudent person. Any manager or coach in violation of this policy, that is heard by a player, spectator, manager, coach, or umpire, shall be ejected from the ballpark for the remainder of that tournament.

Managers are responsible for reasonable discipline of the players on their team.

The coach delivering the pitches to the batter MAY NOT COACH batters or base runners from fair territory of play when the ball is hit and in play. Prior to delivering the pitch the coach pitching may give instructions. This includes any verbal instructions or physical gestures. The first offense will result in a verbal warning and the second offense will result in the player being instructed being called OUT.

### ARTICLE III - PLAYERS

Players shall, at all times, show respect for all players, coaches, and umpires.

Unsportsmanlike conduct may result in immediate ejection from the game. This will result in the player's team incurring an OUT each time the ejected player comes up in the batting order.

Profanity will not be tolerated. Any players using profanity shall be ejected for the remainder of that game. A second violation of this policy will result in the player be ejected for the remainder of the tournament.

### ARTICLE IV - SPECTATORS

Profanity or inappropriate behavior will not be tolerated from spectators. Inappropriate behavior is defined as such behavior that would be objectionable to a reasonably prudent person. Any spectator in violation of this policy shall be ejected from the ballpark for the remainder of the tournament.

Spectators are not allowed in the dugout or on the field during a game, except in the case of an emergency.

Jasper Youth Baseball will maintain a tobacco-free environment in the vicinity of all JYBA fields. "Vicinity" is defined as those areas closest to the playing fields where spectators are gathered to view games. Vicinity includes all bleacher areas and any area within 75 feet of the fence surrounding any playing field.

### ARTICLE VI - GAME PLAY

All games shall be played according to the rules of **Little League Baseball** and the tournament rules in this document. In the event of a conflict, TOURNAMENT rules shall apply.

Games will consist of 6 innings or 1 hour. Game time limits of 1 hour shall be enforced by the umpire. No inning may begin after time has expired. A new inning begins upon the third out of the home team.

Exception: Championship games will be 6 innings w/ NO TIME LIMIT. Run Rules are in effect, however.

If a game is tied after regulation a tie will be recorded during "pool" play and extra innings shall be played during "bracket" play to determine a winner.

A team may score NO MORE THAN 7 runs per inning. **All games** are subject to a 15-run rule after 3 innings, 10 run rule after four innings, or 8 run rule after 5 innings.

Each team shall bat the entire roster for each game. Roster batting allows for free substitution of defensive players. All players in attendance must play a minimum of THREE defensive outs unless the game is shortened by a run rule.

Offensive players must remain in the dugout until the ball is dead and it is their turn to bat. Players, of any age, using the on-deck circle is prohibited.

Baselines shall be 60 feet. The distance from the rubber to the point of the plate is 46 feet. The pitching coach must keep one foot on or behind the 36-foot line when delivering the baseball to the batter.

No bunting is allowed. Any fair, batted ball that is deemed to result not from anything other than a FULL swing will be called FOUL.

A 8 foot circle shall be drawn around the rubber (or the pitcher's mound). The player designated as **pitcher** must remain with **both** feet in the circle and no closer to the plate than the rubber until the ball crosses the plate.

Coach must deliver ball overhand and the pitch should have little to no arc with one foot on or behind the 36 feet mark.

If a batted ball hits the coach delivering pitches the ball is dead and declared a NO PITCH. Batter will resume at bat with no pitch counted against him. If a batted ball hits the player designated as pitcher the play is live and runners may advance at the risk of being put out.

A batter will be allowed five pitches to put the ball in play. A batter will be declared out after the third swinging strike or fifth pitch. Should the third strike, or the fifth pitch, be a foul ball, the batter will have another pitch until they strike out, put the ball in play, or take a pitch.

The defensive team will field 10 players, which shall include a catcher and four outfielders.

You may have a "Courtesy Runner" for your catcher at ANY TIME; and is mandatory with TWO outs. The Courtesy Runner MUST be the **previous** player to be put out, no exceptions.

**Infield fly rule is NOT in effect.**

Lead offs and stealing bases is not allowed. Base runners may not leave the base they occupy prior to the ball crossing the front edge of home plate. **A runner determined to have left early upon appeal of the opposing coach will be called OUT (Differs from Little League Ruling).**

Batters shall not sling bats. Umpires shall warn the batter on the first occurrence and call the batter out upon the second occurrence.

\*\*\* The umpire shall call "TIME" and play shall stop when one of the following occurs.

1. Lead runner is "faced down" by a defensive player (face down means when a defensive player has the ball in their possession and is preventing the lead runner from advancing to the next base and no other runners may advance to an open base!)
2. base runners are not making any attempt to advance, and play has stopped, or
2. the player playing the pitcher position has possession of the ball and is completely inside the circle.

\*\*\* If a runner has already left the base and is **attempting to advance** to the next base before TIME is called, that runner may advance one base at the risk of being put out. Runner does NOT have to be ½ way but must be in the process of making a full effort to advance. This is the umpire's judgment call.

# JASPER SOFTBALL SLUGFEST TOURNAMENT RULES

## ARTICLE I - TEAMS & EQUIPMENT

A Team roster must consist of at least 9 players and not more than 12 players to start a game. All Players must meet age requirements for this tournament (8 years old or less as of December 31, 2025).

All teams shall use a 11" hard softball! No INCREDI BALLS shall be used!

Each team will bat their entire roster and field 10 defensive players (four outfielders). Each player must play at least 3 consecutive defensive outs in the field. A team may play with 8 or 9 players (either due to absence, injury, or ejection.) A team dropping to 8 players must take an OUT each time the 9<sup>th</sup> player comes up in the batting order. Any team fielding 7 players or dropping to 7 players during a game must forfeit the game. A team dropping to 8 or 9 players on defensive shall place a defensive player in the catcher's position.

Teams fielded from Little League, Dixie League, and Pony League programs are eligible for play in the tournament.

Each team shall clean their dugout after each game.

**No "BIG BARRELL" bats may be used.** All bats used must be approved for Little League play and have the 1.20 BPF ratio stamp for softball!

Catchers must wear full gear including a protective cup and a throat guard. Catcher must receive the ball from directly behind home plate in a squatting position (not at the fence behind home plate in the catcher's box).

Batters are not required (though they are strongly recommended) to wear face masks.

## ARTICLE II - MANAGERS / COACHES

Each team may have NO MORE than **FOUR** coaches in the dugout, and they must be listed on the official roster submitted to tournament officials. Coaches are allowed outside their dugout while on defense, but they must stay off the field of play and remain close to their team's dugout. At any time, the umpire may request coaches to stay inside their dugout.

Profanity or inappropriate conduct will not be tolerated. Inappropriate conduct is defined as such conduct that would be objectionable to a reasonably prudent person. Any manager or coach in violation of this policy, that is heard by a player, spectator, manager, coach, or umpire, shall be ejected from the ballpark for the remainder of that tournament.

Managers are responsible for reasonable discipline of the players on their team.

The coach delivering the pitches to the batter MAY NOT COACH batters or base runners from fair territory of play when the ball is hit and in play. Prior to delivering the pitch the coach pitching may give instructions. This includes any verbal instructions or physical gestures. The first offense will result in a verbal warning and the second offense will result in the player being instructed being called OUT.

## ARTICLE III – PLAYERS

Players shall, always, show respect for all players, coaches, and umpires.

Unsportsmanlike conduct may result in immediate ejection from the game. This will result in the player's team incurring an OUT each time the ejected player comes up in the batting order.

Profanity will not be tolerated. Any players using profanity shall be ejected for the remainder of that game. A second violation of this policy will result in the player be ejected for the remainder of the tournament.

#### ARTICLE IV – SPECTATORS

Profanity or inappropriate behavior will not be tolerated from spectators. Inappropriate behavior is defined as such behavior that would be objectionable to a reasonably prudent person. Any spectator in violation of this policy shall be ejected from the ballpark for the remainder of the tournament.

Spectators are not allowed in the dugout or on the field during a game, except in the case of an emergency.

Jasper Youth Baseball will maintain a tobacco-free environment in the vicinity of all JYBA fields. "Vicinity" is defined as those areas closest to the playing fields where spectators are gathered to view games. Vicinity includes all bleacher areas and any area within 75 feet of the fence surrounding any playing field.

#### ARTICLE VI - GAME PLAY

All games shall be played according to the rules of **Little League Baseball and Softball**, the tournament rules in this document. In the event of a conflict, TOURNAMENT rules shall apply.

Games will consist of 6 innings or 1 hour finish the inning. Game time limits of 1 hour shall be enforced by the umpire. No inning may begin after time has expired. A new inning begins upon the third out of the home team.

Exception: Championship games will be 6 innings w/ NO TIME LIMIT. Run Rules are in effect, however.

If a game is tied after regulation a tie will be recorded during "pool" play and extra innings shall be played during "bracket" play to determine a winner.

A team may score NO MORE THAN 7 runs per inning. **All games** are subject to a 15-run rule after 3 innings, 10 run rule after four innings, or 8 run rule after 5 innings.

Each team shall bat the entire roster for each game. Roster batting allows for free substitution of defensive players. All players in attendance must play a minimum of THREE defensive outs unless the game is shortened by a run rule.

Offensive players must remain in the dugout until the ball is dead and it is their turn to bat. Players, of any age, using the on-deck circle is prohibited.

Baselines shall be 60 feet. The distance from the rubber to the point of the plate is 35 feet. Coach pitch teams must have the coach pitching keep one foot on or behind the 27-foot line when delivering the softball to the batter.

No bunting is allowed. Any fair, batted ball that is deemed to result not from anything other than a FULL swing will be called FOUL.

An 8-foot circle shall be drawn around the rubber (or the pitcher's mound). The player designated as **pitcher** must remain with **both** feet in the circle and no closer to the plate than the rubber until the ball crosses the plate.

Coach Pitch: Coach must deliver ball underhand and the pitch should have little to no arc with one foot on or behind 27 feet mark.

If a batted ball hits the coach delivering pitches the ball is dead and declared a NO PITCH. Batter will resume at bat with no pitch counted against him. If a batted ball hits the player designated as pitcher the play is live and runners may advance at the risk of being put out.

A batter will be allowed five pitches to put the ball in play. A batter will be declared out after the third swinging strike or fifth pitch. Should the third strike, or the fifth pitch, be a foul ball, the batter will have another pitch until they strike out, put the ball in play, or take a pitch.

The defensive team will field 10 players, which include a catcher and four outfielders.

You may have a "Courtesy Runner" for your catcher at ANY TIME; and is mandatory with TWO outs. The Courtesy Runner MUST be the **previous** player to be put out, no exceptions.

**Infield fly rule is NOT in effect.**

Lead offs and stealing bases is not allowed. Base runners may not leave the base they occupy prior to the ball crossing the front edge of home plate. **A runner determined to have left early upon appeal of the opposing coach will be called OUT (Differs from Little League Ruling).**

Batters shall not sling bats. Umpires shall warn the batter on the first occurrence and call the batter out upon the second occurrence.

\*\*\* The umpire shall call "TIME" and play shall stop when one of the following occurs.

1. base runners are not making any attempt to advance, and play has stopped, or
2. the player playing the pitcher position has possession of the ball and is completely inside the circle.

\*\*\* If a runner has already left the base and is **attempting to advance** to the next base before TIME is called, that runner may advance one base at the risk of being put out. Runner does **NOT** have to be ½ way but must be in the process of making a full effort to advance without any hesitation. If an attempt to put the runner out is made, then the ball is live and play continues until umpire calls time. This is the umpire's judgment call.