

8U Division Field Playing Rules and Guidelines

The playing rules utilized by South San Jose Softball – 8U Division are the Official Rules of Softball as published by The Amateur Softball Association (ASA), with such modifications as are contained herein.

DEFINITIONS:

ASSISTANT COACH ... In addition to the head coach, an assistant coach, 21+ years (or a former league player of age 16+), who will function as a member of the managing staff.

CHAPERONE ... An adult female who is a rostered managing staff member who will assist the Manager in keeping control and order among team members. She will attend all team functions; assist the other managing personnel as well as the players. And will protect the team from harm, which can result from the lack of adult supervision.

HOME TEAM ... The home team is the first team on defense in all games and will use the 3rd base dugout. The home team is listed first in all League game schedules.

MANAGER ... The adult responsible for the team member's actions on the field as well as at any event at which they are directed to remain together as a team. A Manager represents the team in communications with the opposing team, and in the event the Manager shall leave the field during a game, the Manager will designate a coach as “acting manager” and inform the chaperone. The Manager is to direct playing activities, training, discipline, and conduct of all team members.

REGULATION GAME ... A league scheduled game is 75 minutes long, regardless of completed innings.

VISITING TEAM ... Is the first team on offense, and will use the 1st base dugout, the visiting team is listed second on all League game schedules.

Rule 1. The Playing Field

- a) The official diamond shall have 50' base distances, with either permanent or throw down bases.
- b) The pitching mound shall be placed a 30' distance from home plate.
- c) The field will be chalked and prepared for the game by the home team.
- d) Upon completion of the game the visiting team will be responsible for picking up and disposing of any trash left behind. And if the last game of the day - to put away bases and return any stray equipment back to the shed.

Rule 2. Equipment

- a) Any bat meeting the requirements of SEC. 1. A. - L. (in the ASA Rule Book) is an official bat for League play, even if the bat is labeled "Little League".
- b) This division will utilize an 11" safety (soft) ball.
- c) Long-sleeved sweatshirts may be of different colors.

Rule 3. Players

- a) Players shall be eight (8) years of age or under by December 31st, preceding the season. Players may be placed on a specific team or with a specific player, upon request of the parent.
- b) Each team will field ten (10) defensive players and continuous batting will be utilized.
- c) If a team is short players, it may borrow players from the opposing team upon agreement with the opposing manager.
- d) For personal safety, no jewelry will be worn and no gum will be chewed.

Rule 4. The Game

For the first 4 games, the rules will be as follows:

- a) No score will be kept in any game, or any standing throughout the season. Coaches will be asked to enter innings pitched into the online system.
- b) All players will be allowed on defensive play and there will be continuous batting for all players. The inning will be over when all batters have an opportunity to hit, regardless of the number of "outs" that occur during the inning. The "last batter" will be declared, and the rules as described below will determine the outcome of the last batter based on where the ball lands.
- c) Each player must play a minimum of one inning in the infield, during each game.
- d) Outfield must be standing on the grass and may only enter dirt area of infield once the ball has been put into play. Infield will consist of 1st, 2nd, 3rd, Shortstop, Pitcher, and Catcher. All other players will be outfielders.
- e) Base runners that are declared "out" will leave the base and return to the bench.
- f) Bunting is allowed off of a player pitcher only – but player must attempt a bunt on the next pitch, once the bunt is shown while the pitcher is on the pitching rubber.

- g) Base runners may “lead off” once the ball leaves the pitcher’s hand, but there is no stealing or sliding allowed at any time. Players will not be called out for leaving the base early.
- h) There will be no enforcement of the infield fly rule.
- i) Any ball hit into the infield (dirt portion) is considered a “single” and runners may advance one (1) base, maximum. There will be no base advancement on errors made by overthrown balls to any base or to the pitcher, but runners will be called out if physically tagged by the fielder during the primary play.
- j) Any ball hit into the infield (dirt portion) and rolls out to the outfield (grass portion) is considered a “double” and the hitter and runners may advance two (2) bases, maximum, but runners will be called out if physically tagged by the fielder during the primary play.
- k) Any ball hit on the fly into the outfield and is not caught or touched by a defensive player will allow all runners to advance to as many bases as possible. Play stops once the ball is returned to the pitcher or thrown out of play on an error. Runners will be called out if physically tagged by the fielder during the primary play. If the ball is touched by the defensive player while in the air, the resulting hit will be considered a “double” and is subject to the rules described above.
- l) Defensive players must avoid all runners as much as possible. Obstruction may be called if they hinder the advancement of base runners, with one base being awarded.
- m) No tags of runners are to be made at home plate, to prevent the possibility of injury. The “force” rule will apply at home plate. Explanation: Runners going home will be called out if catcher catches the ball and only needs to step on the plate to make the out.
- n) Defensive coaches are permitted in the outfield territory only.

Pitching/Batting Rules:

1. Players pitch from beginning of season, with a maximum of three (3) innings per week.
2. Players will only pitch a maximum of four (4) pitches per batter. Foul tips count towards the allotment of maximum pitches.
3. No walks allowed - after the pitcher pitches four balls the offensive coach will come in to pitch.

Coach pitching rules:

- Coach gets a **maximum of three (3) pitched balls.**
- Foul tips count towards the allotment of maximum pitches.
- Batted ball that hits the coach pitcher is a “dead ball” – counts as no pitch against the coach.
- Coach must start with both feet on rubber, and is allowed to take one step in the pitching motion towards home plate.

4. A "T" will be utilized if the player is not successful hitting off of the coach. Hit balls will be considered a "single" (regardless of where the ball lands) and are subject to the rules described above.
5. Hit By Pitch Rule – If hit by pitch the batter will be allowed three (3) pitches from the offensive coach. The coach inherits the count from the pitcher. Upon the third batter hit, the pitcher will be removed from the mound for the duration of the game.

Catching Rules:

Player catches from the beginning of the season – with two (2) innings max per catcher, per game.

For games 5 thru 8:

The rules will be the same as above, except the "T" will not be utilized. The batter will be considered out if she fails to hit a pitch thrown by the pitcher or a coach. After three outs the bases will be cleared, but batting will be continuous until the last batter.

The rules for game 9 until completion of season.

- o) Score will be kept to increase competition, but no standings will be kept. It's the Boards idea to increase competition, not bragging rights. There are no playoffs. The 6 run rule is now in effect. After 6 runs are scored the half-inning is over. No more than 6 runs can be scored per half-inning, regardless how many runners cross home plate.
- p) All players will be allowed on defensive play, with no more than 6 infielders.
- q) Each player must play a minimum of two innings in the infield, during each game.
- r) Outfield must be standing on the grass and may only enter dirt area of infield once the ball has been put into play.
- s) Base runners that are declared "out" will leave the base and return to the bench.
- t) After three outs the half inning is over.
- u) Bunting is allowed off of a player pitcher only – but player must attempt a bunt on the next pitch, once the bunt is shown while the pitcher is on the pitching rubber.
- v) Base runners may "lead off" once the ball leaves the pitcher's hand, but there is no stealing or sliding allowed at any time. Players will not be called out for leaving the base early.
- w) There will be no enforcement of the infield fly rule.
- x) Any ball hit into the infield (dirt portion) is considered a "single" and runners may advance one (1) base, maximum. There will be no base advancement on errors made

by overthrown balls to any base or to the pitcher, but runners will be called out if physically tagged by the fielder during the primary play.

- y) Any ball hit into the infield (dirt portion) and rolls out to the outfield (grass portion) is considered a “double” and the hitter and runners may advance two (2) bases, maximum, but runners will be called out if physically tagged by the fielder during the primary play.
- z) Any ball hit on the fly into the outfield and is not caught or touched by a defensive player will allow all runners to advance to as many bases as possible. Play stops once the ball is returned to the pitcher or thrown out of play on an error. Runners will be called out if physically tagged by the fielder during the primary play. If the ball is touched by the defensive player while in the air, the resulting hit will be considered a “double” and is subject to the rules described above.
- aa) Defensive players must avoid all runners as much as possible. Obstruction may be called if they hinder the advancement of base runners, with one base being awarded.
- bb) No tags of runners are to be made at home plate, to prevent the possibility of injury. The “force” rule will apply at home plate. Explanation: Runners going home will be called out if catcher catches the ball and only needs to step on the plate to make the out.
- cc) Defensive coaches are permitted in the outfield territory only.

Pitching/Batting Rules:

- 6. Players pitch from beginning of season, with a maximum of three (3) innings per week.
- 7. Players will only pitch a maximum of four (4) pitches per batter. Foul tips count towards the allotment of maximum pitches.
- 8. Three strikes on Pitcher “Pitched balls” and the batter is out. The third strike cannot be a foul tipped ball.
- 9. No walks allowed - after the pitcher pitches four balls the offensive coach will come in to pitch.

Coach pitching rules:

- Coach gets a **maximum of three (3) pitched balls**.
- Coach inherits count from pitcher.
- 3rd strike must come from either called strike, or swinging. If coach throws a pitch that is not hittable, it is not considered a strike, unless it is the third coach pitch.
- Once third strike is called the batter is out, regardless of how many pitches the coach has left.
- Foul tips count towards the allotment of maximum pitches.
- If the Batter does not put the ball in play after the three pitches, the Batter is considered out.
- Batted ball that hits the coach pitcher is a “dead ball” – counts as no pitch against the coach.

10. Hit By Pitch Rule –. If hit by pitch the batter will be allowed three (3) pitches from the offensive coach. The coach inherits the count from the pitcher. Upon the third batter hit, the pitcher will be removed from the mound for the duration of the game.

Catching Rules:

Players will catch from the beginning of the season – with two (2) innings max per catcher, per game.

Rule 5. Umpires

- a) Umpires-In-Training will be utilized for the last half of the season.
- b) In the event that an umpire is not present at game time – the defensive team will provide a base umpire and the offensive team will provide the plate umpire. Both “parent” umpires will provide fair and impartial judgment while calling these positions.
- c) Adult safety masks and chest protectors will be stored in the job boxes for the plate umpire.

TEAM MEMBER RESPONSIBILITIES

- 1. One “live-scanned” representative must be present at all practices and games.
- 2. Only rostered team members shall be allowed in the bench or dugout area during a game. News photographers with official identification, when authorized by a Board Member and Officers of the Law will be allowed on the playing field.
- 3. Players shall remain on the bench under the supervision of the Manager/Chaperone for the entire game.
- 4. For the safety of everyone, managing personnel shall immediately remove from the field any rocks, pieces of glass, or any other debris.
- 5. It is forbidden to use alcohol, tobacco or illegal substances on or off the playing field, during League games, practice sessions, or during League activities which require attendance or participation of one or more players.
- 6. The removal of disruptive persons for profanity, or poor attitude, or upsetting behavior, which may be upsetting to the girls, is the responsibility of the Board of Directors through the use of civil authorities.
- 7. Cheers toward the other team shall be of a positive nature only.

ANNUAL RATIFICATION

By action of the 8U Division Commissioner, these Field Playing Rules and Guidelines have been adopted and presented for discussion to the Board of Directors.

President's Signature

Division Commissioner Signature

Date: _____