

Murphey-Candler Girls' Softball Association

Local Playing Rules for League-8U

Revised & Updated January 5, 2010

NOTE: ASA Official Rules of Softball makes no provision for this age group, therefore MCGSA will apply the basic game rules as defined by ASA for IOU fast pitch division play to the 8U (Coach Pitch) League. Significant differences are noted below.

- I. Playing Field
 - I. Bases are fifty (50) feet apart.
 - II. Safety base is used at first base.
 - III. Pitcher's plate is thirty (30) feet from back of home plate.
 - IV. Pitcher's circle is an eight (8) foot radius from the back of the rubber.
 - V. **Infield Foul Arc.** A ten (10) foot arc from the back edge of home plate that demarcates infield from foul territory.
 - VI. **Halfway Line.** Lines drawn twenty-five (25) feet from the back of the preceding base.
- II. Game Duration
 - I. Six complete innings or one hour and twenty (20) minutes. No inning will start after 80 minutes.
 - II. An inning will be three (3) outs or three (3) runs during the first 3 innings or eight (8) runs in any subsequent innings.
 - III. The next inning will start the moment the third out is made or the moment the fifth run has scored.
 - IV. In the event of a tie, no extra innings will be played during the regular season. Playoff game winners will be determined by extra innings.
 - V. Games shortened by weather conditions will be complete games after four (4) innings or three and one-half (3 1/2) innings if the home team is ahead. Incomplete games will be rescheduled at a later date and resumed at the exact point where play was stopped using the home team's score book (see ASA Rule 5-3-D).
 - VI. The home team is the official scorekeeper (see Rule VIII. regarding protests).
- III. Players
 - I. Each team will field a minimum of eight (8) players. In the event there are not eight players, the game will be rescheduled or forfeited at the league director's discretion. There will be a T-Ball player pool from which the 8U League might draw.
 - II. There will be no more than seven (7) infield players, including the catcher, when the defensive team has 10 or more players. If the defense has 9 players or less there will be no more than six (6) infield players. All others are to be positioned beyond the outfield line.
 - III. Short-Field or Rover may play in front of second base and is considered an infield position.
 - IV. No more than four (4) players will be on either half of the infield as defined by a line between home and second base.
 - V. No player other than pitcher will be positioned closer than the halfway lines between first and third.
 - VI. The catcher will be in foul territory behind home plate. If there are only eight (8) players, the game may be played without a catcher. If no player catches, the defense must provide a parent catcher. The parent catcher may not participate in making any out.

- VII. **Parent Pitcher.** The offensive team shall provide a parent-pitcher who will pitch to his own team. The parent-pitcher must have at least one foot on the rubber at the start of the pitch. When pitching the ball, the parent-pitcher must keep one foot in contact with the rubber at all times. Once the parent pitcher has made the pitch he must attempt to leave fair territory as soon as possible (See V.VII and V.VIII).
 - VIII. **Player Pitcher.** The player-pitcher must keep at least one foot inside the eight- foot circle at the start of the pitch, and can only leave the circle once contact is made.
 - IX. **Rotation.** There is free substitution of players on defense. Each player must play in the infield at least once during the first three innings; in games lasting 5 innings or more, each player must play at least 2 innings in the infield. No player may play more than 2 innings at any one position. During extra inning playoff games the rotation rules do not apply past the 6th inning.
- IV. Batting
- I. The batting order will consist of the entire roster of players present.
 - II. A late player will be placed at the end of the batting order. All T-Ball pool players must be placed at the end of the batting order.
 - III. Pitch: The batter will be declared out after three (3) swinging strikes or five (5) pitches. There shall be no called pitches (balls or strikes). No walks shall be allowed. A foul ball will be treated like a foul ball on the third strike or fifth pitch.
 - IV. If any batter slings or throws the bat, the umpire will warn both teams after play has stopped. The second time a batter slings or throws a bat, the batter will be called out and all base runners must return.
 - V. Batters and base runners must wear helmets with face masks and chin straps.
 - VI. Bunting is not allowed.
- V. Coaching
- I. Each team may provide a first and third base coach.
 - II. Defensive coaches may be placed in foul territory beyond the outfield line.
 - III. A base runner touched by a coach while the ball is in play will be declared out.
 - IV. Offensive coaches will be allowed one time per bat to position the batter.
 - V. Coaches will be allowed one defensive time out per inning, in addition to any injury time outs.
 - VI. The parent-pitcher is allowed to coach the batter before the pitch, but may not coach any runner once the ball is in play.
 - VII. After the parent-pitcher has made the pitch, he must attempt to leave fair territory as soon as possible.
 - VIII. If the parent-pitcher interferes with defensive play in any manner, the batter-runner is out and no other runner shall advance past the base to which they were running.
 - IX. If the parent-pitcher is hit by a batted ball the play is dead and the batter resumes batting with the previous pitch count. All runners must return to their previous position.
 - X. Judgment calls by the umpires are not to be questioned.
 - XI. Rule discussions will occur after play has stopped. Discussions will be attended by the opposing managers and umpire. If the question cannot be resolved quickly, a manager may protest the game. He must let the umpire know before the next pitch.
- VI. Base running/stop the play

- I. The safety base on the outside of first base foul line is for the use of the runner running from home after hitting the ball only. Once the batter/runner has reached first base, she must then use the base inside the first base foul line.
 - II. A base runner will be declared out if she leaves the base before the ball is hit. The play will be declared dead and strikes on the batter are the same as before the ball was pitched.
 - III. Play is stopped when the ball is in control of the pitcher in the eight (8) foot pitcher's circle, at which point the umpire will signal that play has stopped. Any base runners that are past the halfway mark are awarded the base to which they are running; runners that are short of the halfway mark must return back to the previous base.
 - IV. **Overthrow Rule.** Any overthrow to first base (foul territory or the outfield grass), will be considered a dead ball. No runner may advance past the base that they were heading to when the throw was attempted.
 - V. **Overthrows at Second or Third.** The runners can take one base at their own risk.
 - VI. All play will stop if a player is injured. If a player is injured by a batted ball, the batter is awarded first base and the runners advance to the base they were heading to.
 - VII. Stealing and lead-offs are not allowed.
- VII. Miscellaneous
- I. No Jewelry (earrings, watches, necklaces, bracelets, etc.) may be worn.
 - II. No smoking on the field or in the dugout.
 - III. No infield fly rule.
 - IV. The home team for the first game each day is responsible for obtaining the following prior to the start of the game:
 - I. Batting helmets and
 - II. Scoreboard controller
 - III. Game Ball
 - V. The catcher must wear full catcher's gear.
- VIII. Protests
- I. There must be a manager and/or coach from each intramural team in attendance at the MCGSA rules clinic. Teams not having a manager and/or coach in attendance will not be eligible to protest.
 - II. Protests will not be received or considered if they are based solely on a decision involving the accuracy of the judgment of the umpire. Some examples include:
 - Whether a batted ball was fair or foul
 - Whether a runner was safe or out
 - Whether a runner did or did not touch the base
 - III. Protests that shall be considered concern matters of the following type:
 - I. Misinterpretation of a playing rule
 - II. Failure of an umpire to apply the correct rule to a given situation
 - III. Failure of an umpire to impose the correct penalty for a rule violation
 - IV. Notification of intent to protest to the umpire in charge is mandatory before play resumes. A written protest must be submitted and contain the information described by A.S.A. rule 9, section 6 to the MCGSA director of umpires accompanied by a twenty dollar (\$20) protest fee within twenty-four (24) hours. If the protest is not upheld, the protest fee will be retained by MCGSA.

- V. A protest committee shall be appointed by the MCGSA director of umpires. It will consist of three (3) MCGSA board members. Managers involved in the protest shall be notified of the protest hearing and will be permitted to attend and present their reasons for or against the protest. The umpires will also be notified of the protest hearing.
- VI. In tournament play, the highest ranking member of the executive committee with two (2) other MCGSA board members selected by him/her shall rule on any protest.
- VII. In any protest, the umpire shall direct the home team scorekeeper to record the game situation at the time of protest, including the count, the inning, the location of base runners, and the time remaining in the game. Once a ruling has been made on a protest, the game shall resume from the point of protest.