

2009 Kennworth Girls Softball

8U Rules

11" yellow optic, ASA approved balls.

Bases should be set at 55'.

The coach pitcher's area is set at 30' from home plate.

There will be one umpire located at home plate.

The 8U League uses a coach pitcher and gets to throw up to 7 pitches. Additional pitches can be thrown if the batter fouls off the last pitch. Strikes will be counted if the batter swings and misses. The batter will be out if either three strikes are called or the batter fails to put the ball in play after 7 pitches, unless the last pitch is fouled. Coach pitchers should try to throw the ball with as little arc as possible to help prepare hitters for the next level of play. The coach pitcher must start the pitch from the 30' mark.

All eligible players must be included in the batting line-up and they must bat in the order listed in the official scorebook. If an injured player taken out of the game cannot bat, the batting position is passed over and no out is recorded. The coach must notify the official scorekeeper and the opposing coach that a player is being skipped before a pitch is thrown to the next batter in the line-up; otherwise, the ASA rule on batting out of order will be enforced by the umpire.

An injured runner (a player who is injured while running the bases) can be substituted with the player who made the last out, without penalty.

No limit on the number of bases on over throws.

A batter can bunt the ball. However, a batter that fakes a bunt then swings at the pitch will result in an out.

A batter cannot reach first base by a walk.

A batter will not be awarded first base if she is hit by a pitch.

Teams bat until they make 3 outs or score 5 runs.

The run rule is:

15 after 4 innings

10 after 5 innings

The coach pitcher cannot interfere with a hit ball or a defensive player attempting to make a play on a hit or thrown ball. If interference occurs, a dead ball will be declared. All runners must stop and return to the base they occupied just before the interference occurred. A batted ball that hits the coach pitcher will create a dead ball situation. No runners can advance and the batter will continue to bat her remaining pitches, prior to the hit ball.

Umpires should warn both teams when a batter throws a bat after hitting the ball. On the second thrown bat, regardless of the team, the batter will be called out. Since many of the players in the league are new to the game, judgment should be used in determining whether a bat was thrown in a manner that can cause injury.

The defensive team will consist of all team players on the field at one time. The player pitcher cannot be closer to home plate than the coach pitcher and one foot must be inside the pitcher's circle or in the general area of the coach pitcher.

The catcher must assume a crouching position behind home plate.

Four infielders may be positioned in the infield dirt area and the outfielders must line up no closer than the outfield grass line. A pitcher's helper is positioned in a way that one foot remains in the circle, beside or to the rear of the coach pitcher, until the ball crosses home plate.

Two defensive coaches can be in the outfield when their team is on the field. The coaches can instruct and position players at any time during play but cannot touch any player while play is live.

Defensive plays that can stop runner advancement:

The defensive team throws the ball to the base in front of the lead runner and the fielder at the base has control of the ball or the umpire waits to see if the lead runner is tagged out. Once the lead runner is tagged out, reaches the base

safely, or goes back to her previous base, the play is called dead.

If the defensive team throws the ball to a base other than the base in front of the lead runner, then play will not stop until all runners ahead of the defensive play stop their advancement (e.g., with a runner on second base, the ball is hit to left field, the leftfielder throws the ball to second base and stops the advancement of the batter. The runner who started at second base, going to third, does not have to stop running because the play was made at second. However, if the runner hesitates or stops momentarily at third for any reason, the runner cannot advance further.

8C games will consist of 6 innings or until time has expired. A game can end in a tie, unless it is a tournament game. A team may not field less than 7 players at any time during the game (see exception below). A team that cannot field a minimum number of players at game time or falls below the minimum during the game will forfeit the game. Exception: if a team only has 7 players and one is injured during the game, that team may continue to play with 6 players. Teams are encouraged to play a practice game if a forfeit condition should arise. Note, however, that ASA umpires are not obligated to officiate practice games.

In the first 5 innings, a maximum of 5 runs per inning can be scored. The sixth inning is open and there are no run limitations. The umpire has the option to make the 5th inning open if it starts after 60 minutes of playing time have elapsed.

Games are limited to 70 minutes of playing time with no new inning starting after 65 minutes. When an inning has started within the above time frames, the inning will be completed. Umpires and coaches must agree on the start time of the game before the first pitch is made.

22) Bats listed as illegal on the ASA banned bat list are not to be used.