

8u Softball County League Rules 2018

All players cannot turn 9 before January 1st.

Games

- Games will consist of six innings. A complete game can be called after four innings. Only exception after 3 1/2 innings and the home team is ahead. If the game has not gone long enough to call the game, it will be picked up where play was delayed. If in the middle of fifth or sixth inning, score reverts back to previous completed inning unless the bottom of the inning and home team is ahead. If the score is tied at the end of the 6th inning, 2 extra innings will be played, and if it goes to the second extra inning the international tie breaker rule will be used. The last batter from the previous inning will start the new inning on second base. If the game is still tied after the 2 extra innings the game will be recorded as a tie.
- **Time limit:** A new inning cannot be started after 1:45 minutes unless there is a tie and play will continue. All games will be called at 10:00 P.M. on school nights, score reverts back to the last completed inning unless it is the bottom of the inning and home team is ahead.
- **Pitching distance will be 35 feet, unless agreed upon by coaches before the start of game. One foot must remain inside the circle. 60 foot bases.** A mound will be placed at 35 feet with an 8 foot radius circle around the mound for the pitcher to play in.
- An 11" ball yellow in color will be used.
- 30 foot lines in between the bases will be used. If the runner is past the line once the pitcher position has control of the ball the runner will be awarded the next base. If the runner has not reached the line, they will be directed back to the previous base in which they came from.
- A maximum of fifteen minutes will be allowed between games. Each team will be allowed a total of five minutes of infield practice before the game starts. All games that are first on the schedule for that day will start on time.
- 10 players will be used to play the field with 4 in the outfield.
- Each batter will receive seven pitches or three strikes. There will be no called strikes. A foul tip on the seventh pitch does not count as a pitch.
- Each team will get three outs or seven runs per inning whichever comes first, except for the last inning where run limit does not apply.
- Run Rule: 15 after 4 innings and 12 after 5 innings. If run rule occurs, the score will be recorded for the books, but play will continue until the 1 hour

and 45 minute mark has been met.

- A pegged batting order will be used. (All players of the team will bat consecutively.)
 - A player fielding in the defensive pitcher position must have at least 1 foot inside the circle until the ball has been pitched.
 - Player in defensive pitcher position must wear field guard.
 - Full swings only, no bunting allowed.
 - infield fly rule does not apply.
-
- Batting helmets with face mask must be worn at all times by batter and runners until they return to the dugout.
 - A runner may advance (1) base only on an overthrow from a ball that is in play by an infield player. Advance at your own risk. No additional bases will be granted on any additional overthrows per play.
 - Head first sliding is strictly prohibited and constitutes an automatic out. All runners must slide if a play is being made on them at a base.
 - No stealing is permitted.
 - If a runner fails to tag a base and the umpire sees it, after time is called the runner will be called out, if questioned by player or coach.
 - No fielder can play more than ten feet in front of any base until after the ball has been pitched. Outfielders must be in the grass until ball has been pitched.
 - Defensive team may place 2 coaches in the outfield. These coaches are for instructional purposes and may not touch the ball or assist the fielder in any way.
 - Fake tags are prohibited and a runner will receive a free base.
 - An umpire can eject a player if he feels they intentionally tried to injure another player.
 - An umpire may call a player out for throwing the bat after one team warning.
 - Free defensive substitution can be made between innings.
 - Umpires will not tolerate harassment from spectators, coaches or players. No profanity will be tolerated from spectators, coaches or players.
 - To stop play, ball must be thrown to the pitcher's circle, caught and controlled by the player playing that position. The coach must make every effort to remove him

or herself from the playing area after the ball has been hit. If the coach interferes with the ball after it has been hit, the batter is automatically awarded first base and all runners will advance one base.

- If forward progress is stopped, player will return to the original base, unless the player is over halfway to the next base.
- Umpires are required, and will be scheduled by the park.

Scoring and Reporting

The home team will be the official scorekeeper.

Both team are to maintain a score book and agree on the run totals and number of outs. If there is a discrepancy, and the umpire feels the home score is not correct, they will make a decision to adjust it or not and will continue on with the game.

Protest: The home plate umpire must be notified that a game is being protested prior to the start of the next half inning. Protest must be submitted in writing to your home association board within 48 hours of the end of the game. A \$25.00 protest fee must accompany all written protests. The fee will be refunded only if the protest is upheld. The decision of the involved board will be final.