

## 2018 West Shore Minors Fall Ball 8U Rules

This program abides by the official A.S.A. 10 and under softball rules with the following exceptions. **If you have questions about 8U contact the WSM Vice-President of Minors- Rich Elwell at [elwellrich@yahoo.com](mailto:elwellrich@yahoo.com).**

### I. THE PLAYING FIELD

- A. Set-up: Home team shall be responsible for setting up the field.
  - 1. Placing and removing the bases. Standard 60' base distance should be used.
  - 2. A Double first base is required at all game fields and ASA rules will apply for its use.
  - 3. One new and one fairly new game ball. The approved 2016 ball is an 11", Core .47, Red Stitch, 375 compression ASA approved fastpitch softball. Dudley 4A611Y.
  - 4. Rescheduling make-up games.
- B. Smoking: Anyone attending the game must abide by the hosting complex rules for smoking restrictions.

### II. EQUIPMENT

- A. **Batting helmets with face masks.**
- B. Jewelry: Players must not wear any jewelry (except medical bracelets and headbands).
- C. General Equipment Guideline: Players may only use the equipment furnished by the sponsoring organization except:
  - 1. May use own bat with the approval of the minor league representative.
  - 2. On all bats "Official Softball" must be displayed and be legible
  - 3. May use "T-Ball" bats.
- D. Coach/Player Conduct with Equipment: Coaches and players cannot throw any equipment. Players throwing a bat: the first time is a team warning. The second time any player throws a bat the batter is OUT - dead ball. (No play).
- E. Uniform: Players must wear sneaker-type footwear or molded cleats. No metal cleats.
- F. Mouthpieces or defensive face masks are strongly recommended for all players.

### III. PLAYERS, COACHES, SUBSTITUTES

- A. Team Conduct: No intentional roughness by one player against another. For example: tripping, deliberately crashing into, pushing, pulling, and hitting. No swearing. No bad name calling of members of the other team. Terms such as no hitter, easy out, swing, etc. are not allowed.
- B. Substitution: Free substitution of players in the field is allowed.

### IV. THE GAME

- A. Starting Time: All games will start at 1:00 p.m. Pre-game warm-ups are to be from 12:30 p.m. to 12:40 p.m. for the home team and from 12:40 p.m. to 12:50 P.M. for the visiting team.
- B. Game Length: **All regular season games are 4 innings or 75 minutes unless a different game length or time limit is mutually agreed upon by both coaches.** The game may end in a tie.
- C. Game Stoppage: Games are to be stopped in case of inclement weather or lack of interest from the girls. The coaches shall decide if the games cannot be continued. \*\* In the event of

lightning, all players, families, etc. should wait at least 30 minutes after the lightning flash to resume play. (Please refer to 2014 ASA Participant Manual pages 180-182 for more details)

D. Batting Lineup: Every player present for a game is in the batting line-up whether they are in the field or not. (Except in Disciplinary Action the coach with that player must let the other coach know in advance.)

E. Players: Every player present for the game and in the lineup must play a minimum of 2 innings in the field.

1. Up to 4 outfielders (outfielders must play at the edge of the outfield grass).

Outfielders must throw the ball to an infielder, and can only throw to second or third base on a hit. Outfielders are allowed to throw to any base to get a force out on a runner who has left the base, or on any pop up caught to create a double play.

F. Each player is allowed to play a maximum of 2 innings at any one field position. This rule is in place to allow the young girls to not be stuck in one position the whole game. The object of the game at this level is to learn basic fielding and hitting techniques.

G. Infield Fly: No infield fly rule.

H. Batting:

1. Players are allowed 6 total pitches to attempt to hit the ball. After 6 pitches, the player will hit off of the tee.

2. Balls hit in the infield or that reach the outfield through a field error will be ground rule singles. All runners will advance one base.

3. All runners may advance two bases at their own risk for ground balls or fly balls hit past the infield.

4. No advancing on overthrows.

5. The team at bat (the offensive team) may score no more than three (3) runs per inning during the game.

I. Fielding: Bases must not be blocked by the fielders; they must be accessible to the base runner.

J. Catchers: A catcher must wear standard catching equipment including shin guards, chest protector, and catcher's mask. She must stand a safe distance from home plate. Either the coach or a player may return the ball to the coach/pitcher.

## V. PITCHING REGULATIONS

A. At the discretion of the coach, girls can throw a maximum of 3 pitches and the coach will come throw 3 more pitches. After 6 total pitches, the tee is used. No balls and strikes will be recorded. (Do not continue pitching to the girls.)

B. Pitching distance is 30'. Modified motion (slingshot) is allowed. \*\* Coach may pitch for the player from 25 feet.

## VI. BASERUNNER

A. Stealing: Players may not steal any base or advance unless on a batted ball.

B. Advancing Runners: No advancing runners on a dropped third strike.

C. Getting a Lead: Runners may not leave the base until the ball passes home plate. Warnings will be issued to the players.

D. Sliding: Runner must slide to avoid a collision.

**Any rule interpretation or question that arises during the season will be decided by the Governing Body of the West Shore Minors**