

# Hoosic Valley Athletic Association

## Girls 8U Softball Rules

1. Games start promptly at their scheduled time. If a team is unable to field a team after (15) minutes according to the home team clock, they must forfeit. Both coaches must agree on the time before the 15 minutes expires.
2. All batting helmets used must have a face mask and chin strap.
3. Catchers must wear all protective gear: helmet, chest protector, shin guards, and mask with throat protector.
4. The coach will pitch to his or her **own team**.
5. Batters get (7) pitches, regardless of the location of the ball (in strike zone or not). No batter will be walked. Batters who do not hit the seventh pitch will be out. No batter can foul out (unless they 'fly out').
6. Games will consist of (5) innings or can be called early due to weather or darkness, whichever comes first. (See H.V.A.A. 'Twilight Rule')
7. Run Limit - Each inning has a (4) run limit, with the exception of the final, 5th inning, where there is no limit. If the game is being called for weather or darkness (as agreed to by both head coaches), then the score at the conclusion of last complete inning will decide the game. If at any point the home team is in the lead of the 5th or final inning, the game is over.
8. A team must have 7 players present to play. All players present must play a minimum of 3 innings in the field.
9. All players on the score sheet will bat, and in order. Ten (10) players constitute a defensive team. The (4) players designated as outfielders must be behind the infield line before the ball is pitched. Once the ball is in play, an outfielder may move into the infield.
10. Fielders may not be in the base path unless they are playing the ball.
11. Stealing, leading, and bunting are **not** allowed.
12. Sliding will be allowed and should be properly taught by the coach. No sliding into 1<sup>st</sup> base. A player who slides into first base will be called out.
13. A limit of one base will be allowed on an overthrow even when the ball remains in play. This is not a 'free' base, the runner must advance safely. If the ball is overthrown again in consecutive attempt on the same runner, they are not permitted to advance to yet another base.
14. Defensive coaches will be the umpires. Once the ball passes through any part of the 10-foot pitchers cylinder, as long as the defensive player designated as the pitcher has at least one foot in the cylinder, play will stop, and all base runners will be awarded the closest base. Any base runner that has advanced less than ½ of the distance to the next base must return to the previous base. The umpire must yell out "STOP" when the ball goes through the cylinder.
15. The umpire must not stop play if the ball is being thrown through the cylinder to make a play elsewhere.
16. Runners will be called out for;
  - a. Throwing the bat
  - b. Sliding into first
  - c. Head first sliding. (Diving back to a base will be allowed)
  - d. Colliding with a defensive player who is trying to play a ball.
  - e. Leaving a base before the ball is hit.
  - f. Not sliding at Home base when there is a play at the plate.
17. No play may be made on a runner once play has stopped.
18. The opposing coach (pitching) must remain in the pitching circle, ensuring they do not interfere with any defensive players or play.
19. Bases will be set up 55ft apart.
20. For any rain outs, the coaches should try to schedule a make-up, verifying field availability.
21. Any rules not expressly defined here, or under H.V.A.A. League Rules, shall be determined by the current ASA rulebook.

### Pitching Addendum

It is strongly recommended for the success of the H.V.A.A., that all 8U coaches identify players that may excel as pitchers or catchers. If a player expresses interest in either of these positions, then it is recommended that such player's skills be reviewed by the current H.V.A.A. 8U Coordinator and another coach. Should it be determined through this process that a player possesses the appropriate skills and control, they will be allowed to pitch the 1st inning of any regular season game.

1. Batters cannot be struck out or walked by this pitcher.
2. After the 5<sup>th</sup> pitch is presented to a batter from such a pitcher, the coach must finish pitching to the batter with (4) remaining pitches. Batters who do not hit one of the (4) remaining pitches will be called out, regardless of the location of the ball (in strike zone or not). No batter can foul out (unless they 'fly out').