

8U Fall 2020 Division Rules

*The following rules have been approved by Avon, Cascade, Danville, Plainfield, Speedway, and South Putnam league directors.
All Rules NOT LISTED will be governed by ASA Rules and Regulations*

ROSTERS: Team rosters shall have no more than 13 players per roster, unless agreed upon by directors.

*League determination is based off the player's age as of 1/1/2021

*All-star or travel players that play in the Rec league must be evenly distributed among the total # of teams within each community to create as fair as teams as possible. It is the responsibility of each community's director/commissioner to oversee that these players are placed fairly across each team within each division. **No more than 4 all-star and/or travel players may be placed on the same team/roster.**

PRACTICES: No more than four (4) practices and/or games per calendar week are allowed. If a team has a bye, then a practice may be substituted. Communities may require fewer practices than this due to facility restraints or individual community bylaws/rules.

SPORTSMANSHIP: Players and coaches will conduct themselves with good sportsmanship at all times. If a player is ejected for any reason, the team with this player will not forfeit the game; however, the team will record an out in that lineup position. The community board will handle discipline of the player and coaches per their bylaws. Any player or coach ejected may not participate in the next game. If a spectator is ejected, the spectator must leave the playing area immediately.

PROTESTS: No protests are allowed. Disputes should be settled by the umpires and the coaches at the time the call in question is made and in a sportsmanship like manner.

EMERGENCY PLAYER: Emergency players may only be utilized when 9 or fewer players are available. A maximum of two (2) emergency players may be used in any one game during season or tourney to field a total of no more than 10 players. Emergency players during regular season may be from the same age group or younger. **Emergency players must have participated in the community's current league.** Emergency players **MUST** be identified at the start of the game to the umpire and opposing coach. Emergency players for season and tourney play **MUST** bat last and can **NOT** play pitchers helper. If one team does not have enough players to play a game and the opposing team can loan them players, this should be considered.

*****No loaning of players during tournament*****

RULE VIOLATIONS:

New starting in Fall 2020:

If a player is found to be playing in an ineligible age division or team that player shall be removed from team and games will go down as forfeit.

If a player found playing in an ineligible age division or team during tournament play, team will be disqualified from the rest of the tournament.

GAME TIME LIMITS: All games shall be 75 minutes and finish the inning. No new inning should start after 70 minutes have been played. The last inning should be finished even if time limit expires, if a tie then score will revert to previous inning that is not a tie. The game clock time will begin at the scheduled time. Up to 15 minutes will be allowed before the team causing a delay will forfeit the game. Any time within the 15-minute window will reduce the game time limit. (ie. If game begins 10 minutes late, game time is reduced to 65 minutes, unless otherwise agreed by coaches and umpires.)

New starting in Fall 2020:

The Tournament CHAMPIONSHIP game(s) for 8U will no longer have a time limit. 6 complete innings will be played to complete the championship game.

SCHEDULED GAMES: If a scheduled game cannot be played, than the home team's director will leave a message, a voice mail, email or text for the opposing director no later than 90 (ninety) minutes prior to the scheduled start time of a game. In case of inclement weather, it is the responsibility of coaches and umpires to call the director to be sure their game has been cancelled. If no message, email, or text has been left regarding your game then the game is to be played as scheduled. It is the responsibility of the director to reschedule the game as soon as possible. Coaches will be notified by a director to confirm the makeup date. *All 8u teams will play two games each Saturday, with rotating hosting locations each weekend (meaning games will be played at AJAA, Cascade, Danville, Plainfield, Speedway, or South Putnam for the Fall 2020 Season).* There is a built-in weekend for makeup games, but there is not a guarantee all games will be played due to weather or unforeseen events.

REGULATION GAMES:

-Six (6) innings constitute a game, 5 ½ if home team is ahead. An inning consists of three outs or **six (6) runs** for the first three innings, **ten (10)** for innings 4 & 5, then **unlimited** during inning 6 and any further innings.

-Each batter will receive **five (5)** pitches **or three (3)** strikes. The fifth (5th) pitch shall be considered the last pitch unless the batter fouls or foul tips the pitch, in which case, the count shall remain at five (5) pitches.

The batter fouling the 3rd strike and the catcher catches the ball, the batter shall be out. Any other foul ball, the ball must go over the batter's head for the catch to be counted as an out.

There are no balls. Only pitches swung at shall be called a strike.

No intentional bunting or slapping at the ball is allowed in this age group. Time will be called by the umpire.

The fielder must have possession of the ball and lead runner must be stopped for the umpire to call time.

OVERTHROW RULE:

Overthrow rule is in effect for **FIRST BASE ONLY**. **It is umpire discretion to determine overthrow.** When an overthrow is called, runners may advance at their own risk, **no more than one base.**

The definition of overthrow: a ball thrown to the first baseman that is deemed **NOT CATCHABLE**. An overthrow is a judgment call by the umpire.

MERCY RULE:

A game is considered complete due to:

15 run lead after 3 innings, 2 ½ if home team is ahead

12 run lead after 4 innings, 3 ½ if home team is ahead

8 run lead after 5 innings, 4 ½ if home team is ahead

or darkness/rain/inclement weather.

FIELDERS:

Each team can field up to twelve (12) players.

OUTFIELDERS: Must be positioned at least with two feet in the grass prior to the ball being hit.

INFIELERS: Only six (6) infielders, with all other players in the outfield.

PITCHER'S HELPER: Must stand with one foot inside the pitching circle and cannot be any closer than the pitching rubber. **Must wear fielder's mask and heart guard – NO EXCEPTIONS!**

TWO COACHES MAY BE IN THE OUTFIELD TO DIRECT PLAYERS.

A game must be started with **eight (8) players** and the ninth and tenth players may be inserted at the bottom of the order at any time. However, the ninth position in the batting order will **NOT** be an automatic out. In case of injury or illness, a team can continue to finish a game with eight (8) players. The injured or ill player should be scratched from the lineup. In both cases the ninth position in the batting order will **NOT** be an out. There will be a free substitution of all players. ****If injury results in 7 players remaining, game may continue if agreed upon by coaches, if unable to agree on terms directors for each team need to be contacted****

EQUIPMENT:

All catchers must wear the required equipment per ASA rules.

All bats must be ASA approved or T-ball bats and marked with the approved stamp.

All batters and base runners must wear their helmets until they have left the playing field. All batting helmets **MUST** have a protective face mask or player won't be allowed up to bat.

Fielder's Masks are **MANDATORY** for **ALL POSITIONS IN 8U, NO EXCEPTIONS!**

Heart Guard is **MANDATORY** for the Pitcher's Helper Position & strongly encouraged for all other positions.

Metal cleats will **NOT** be allowed in any games on any fields.

The umpires or coaches shall supply two game balls per league discretion.

Balls will be per ASA rules: 8U will use 11-inch optic yellow.

THROWING BATS: No throwing of the bat will be allowed. One team warning will be issued after which, any subsequent violation will be cause for offending player to be called out. If the bat hits any person, then the batter is automatically out without a warning. If the ball is hit fair, then a dead ball is called, and any base runners must return to the base occupied prior to the dead ball.

INJURED PLAYER: A courtesy runner will be allowed for a batter who has been injured in the course of a play. Courtesy runners are the player who recorded the last out.

OBSTRUCTION/SLIDING: If a play is being made at a base, the base runner must avoid unnecessary contact with the defensive player or the base runner is out, subject to umpire discretion. Catchers cannot block the plate without the ball.

INFIELD FLY: **NO INFIELD FLY RULE**

BATTING/BASE RUNNING RULES: All players are in the batting order for the entire game. Any player arriving late may be added to the bottom of the lineup. No stealing. Runner shall not move off the base until, ball is hit by the bat. An error discovered while the incorrect batter is at bat, the correct batter shall take her place and assume the count of the incorrect batter. If the error is discovered after the incorrect batter has completed her turn at bat and before the first pitch to the next batter, batter that should have batted is out. All runs scored are cancelled and base runners shall return. The next batter is the player whose name follows that of the player called out for failing to bat. If the error is discovered after the first pitch to the second incorrect batter, all runs scored, and all bases run shall be declared legal. The next batter shall be the one whose name follows that of the incorrect batter. No one is called out and those that missed their turn at bat will not bat until the next time their name appears in the line-up. All bats must be marked official softball or T-ball bat.

PITCHING RULES: Pitching circle will be around 35-foot pitching mound with 8 foot radius. **The coach pitching must have one foot inside the circle before the pitch is released.** The coach **MUST LEAVE THE FIELD OF PLAY** once the ball is put into play. If the coach is struck with the ball, the play is immediately ruled dead and the batter will return to bat. The previous pitch will **NOT** be counted against their pitch count. **Coach/Pitcher cannot direct the batter/runner after the ball is hit.**

UMPIRES: All regular season games will have one (1) umpire in all age divisions. Any issues/ejections with players, coaches, or parents must be reported to the team's director. Softball committee will take further disciplinary action if needed.

*****Championship tourney games will have two (2) umpires*****

LIGHTENING: ASA standard rules, park rules, or community rules may be utilized to determine game interruption caused by lightning