



8U County Rules 2013

CCGSA is an ASA recognized Association serving the Clackamas County region. The following league rules have been prepared to assist the many area associations when participating in CCGSA sanctioned events. ASA rules will apply unless modified herein.

The main objective of this program is to provide an opportunity for youth to participate in sports and recreation activities, while learning the fundamentals of softball and the concept of teamwork and sportsmanship. Making certain the young girls in our program learn and have fun is more important than how many games a team may win or lose. As a coach, it is important to emphasize that this is a “fun league” designed for the girls.

PLAYER ELIGIBILITY: Each team, head coach and player shall be registered through Register ASA and a team roster must be available prior to the first league game in order to participate in league games. League fees MUST be paid by April 1st to ensure the teams eligible to participate.

OVERVIEW: *In 2007, CCGSA implemented an 8-U pitching machine program.*

The standard ASA field set up of bases at 60 feet with a pitching plate at 35 feet will be used. The pitching machine “heel” will touch the back of the pitching plate. The pitching machine should be set at “3” on the lower axis reflecting a 28-30 mph speed for a pitched ball. After June 1st, speed can be adjusted as long as BOTH coaches agree before the game. Each batter will receive up to 5 pitches in which to hit. If the 5th pitched ball is “fouled off” an additional ball can be pitched. If the batter hits the ball into fair territory, play commences as in regular softball. In the event the batter does not hit the ball into fair territory after **five (5)** swings, an out is recorded and the batter returns to the bench area. It is considered a “dead ball” when the ball is returned to the pitcher. If the ball is batted and strikes the pitching machine, it is considered a live ball.

To manage the game/time limit, batters who hit the ball in the infield are permitted a single. Batters who hit the ball to the outfield are eligible for up to a double (coach’s discretion on advancing further for outfield hits). [An *outfield hit* is defined as a ball hit hard enough to not be fielded by an infielder and leaves the infield area. It does not need to be a “fly” ball.] If it goes through an infielder’s legs or is deflected in any way, it is a single. Players may not advance on an overthrow.

Stealing is allowed. However, **the base runner may not leave the base until the ball leaves the pitching machine arm.** (Coaches are responsible for monitoring player's base running actions. Opposing coaches can indicate "leaving early" if not corrected by coach or becomes excessive.)

Operation of the pitching machine is by adults only. It does not have to be the coach but it must be an adult from the batting team. Coach/adult is not allowed to leave the machine while it is loaded. If the machine breaks and no other machines are available, coach pitch goes into effect. Home team supplies the machine and (5) 10" safety soft-softballs.

There should be no variance in the pitch from the pitching machine, so it is unlikely that a batter would be hit by a pitch. In an off chance this occurs, the batter would be allowed to take her base.

EQUIPMENT: The home team will furnish (5) relatively new/clean synthetic leather or genuine leather safety soft-softballs. All bats must have the ASA certification stamp. ***NO T-Ball bats are allowed.*** Batter's must wear a NOCSAE approved helmet, face guard/mask and chin strap.

GAME PLAYING REGULATIONS: All games will consist of 5 innings (ties will stand) with a 5-run limit per inning. No new inning will start after the **75 minute** time limit. A new inning begins at the time of the last out. In the event of rain or darkness, 3 innings will constitute a complete game. A game will be called using the run differential rule if a team is ahead by 10 or more runs after the 4th inning.

1. Each team is allowed a maximum of 10 defensive players on the field, but may play with 9. If the 10th player is used, a team must have four "outfielders", playing in the outfield. For this rules the "outfield" is defined as 10 feet outside of the baselines. Any team having less than 8 players, at the start of a game will work with the other coach to share players. Teams are allowed free defensive substitutions and no player shall play the same position for more than two innings.
2. Each team will bat their entire roster. Change sides when three (3) outs are made. Each player must play a minimum of two full defensive innings (6 outs). This can be waived due to illness, injury, or team discipline. It is important that coaches make substitutions early, in case the game is called early due to weather or darkness.
3. Dead Ball will be signaled when the ball goes out of bounds or when the ball is returned to the pitcher in the circle. The pitcher does not have to catch the ball, but the ball must simply pass through the circle.

4. When the pitching machine is in operation, the opposing player playing the position of pitcher must position herself to either side of the pitchers plate within the pitchers circle. She may not be closer to the batter than the pitching machine.
5. There will be NO INFIELD FLY rule.
6. Players may bunt pitches.
7. Coaches of the team at bat are allowed to have one coach in each of the coach's boxes at 1st and 3rd base and a coach/adult operating the pitching machine. (It is also helpful to have an adult at the backstop behind the catcher to retrieve pitched balls that pass her.) Coaches may interrupt the game at any time to briefly speak to the players in an instructional manner. Coaches of the team playing defense are allowed two coaches in the outfield who must position themselves so as not to obstruct the events of the game. One of the two will serve as the field umpire.
8. SCORES: Scores will be recorded in the CCGSA results program. It is the coach's discretion to share scores with his/her team. Remember the emphasis is not winning or losing a game. The league standings will be used for scheduling those teams participating in the End of Season (EOS) tournament.
9. Catcher must wear a NOCSAE approved hockey style mask or catcher's helmet with ear covers and throat protector, a chest protector, and shin guards while catching in games. She must also wear at least a face mask and helmet while warming up with or practicing with a pitcher.
10. If a player is unable to continue play because of an injury, she will be skipped when her turn comes to bat without her team being penalized by an out for her absence. Once a player leaves the game because of injury, she may not return to bat or play defense.
11. Player in the on-deck circle, in the batter's box and running the bases must wear helmets.
12. Players may wear rubber cleats or tennis shoes. No metal cleats are allowed.
13. There is a four foot running path on each side of the baseline (8 feet total). A base runner going outside of this area to avoid a tag will be declared out.
14. No bat throwing will be tolerated. Any player throwing a bat more than 5 feet in a manner that is dangerous to the umpire, catcher, or other players will be given a warning. On any ensuing occurrences by the same batter, the batter will be called out.
15. Any player who intentionally throws a helmet or other equipment in anger or frustration must be disciplined by the coach. Suggested disciplines include time on the bench, sitting out the remainder of the game, etc.
16. Coaches should encourage their defensive players to throw the ball to attempt to make an out rather than allowing their players to engage in a foot race with a base runner to make an out.

17. For any circumstances not covered here, current Amateur Softball Association (ASA) rules for 10-U girls' fast pitch shall apply.

COACH, PARENT AND PLAYER CONDUCT: No drinking of alcohol or use of tobacco products or illegal drugs will be allowed in the playing area. Un-sportsman like conduct will not be tolerated. Each coach is responsible for the conduct of the coaching staff, players and fans.

MAKE-UP/RAIN-OUT SCHEDULING POLICY: The home team coach of the game is responsible for scheduling a make-up game. Games must be made up during the regular season or a forfeit will result. If the home team coach does not make an "honest effort" at scheduling a game, his/her team will forfeit the game. If the home team coach makes an honest effort to make up a game but the coach of the visiting team refuses to make it up, the visiting team will forfeit the game. For this rule, we define "honest effort" as contacting the coach of the visiting team and offering him/her at least two alternative dates for making up the game. NOTE: It is recommended that the game be made up as soon as possible.

CASUAL PROFANITY RULE: the Casual Profanity Rule pertains to expletives and verbal un-sportsmanlike language not directed at an umpire or opposing players or coaches. This is most likely uttered by a player out of frustration. This type of behavior is penalized by an out being charge against the offending team as follows:

1. If the offending team is at bat, the next batter will be declared out.
2. If the act is committed by the batter, who was not out on the play, she will be called out.
3. If the act is committed by the defensive team, the first person to bat in the next inning will be declared out.

The outs will be treated as a delayed dead ball situation. A game may be ended by a casual profanity out. Profanity directed at others, especially umpires will result in ejection and/or game forfeiture.

BLOOD RULE: A player, coach or umpire who is bleeding or has blood on his/her uniform shall be prohibited from further participation in the game until appropriate treatment is administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. In the event a player's uniform becomes soiled with blood, any substitute clothing will be accepted.