

8U Softball Rules

ASA rules will be in effect with the following adaptations, exceptions and clarifications.

1. All teams will bat everyone in the line-up.

Example: If your team has 11 players, and your opponent has 8 players, then you bat up to 11 players per inning and your opponent can bat only 8 in their half inning.

2. All teams may field ten players, with a mandatory of four outfielders. None may cover second base or stand directly behind it prior to the pitch. Outfielders shall be positioned on the outfield grass before each play begins and can not be used as a fifth infielder. A team playing with 9 players may play with 3 outfielders.

3. Teams must field 8 players or a forfeit will be declared. Players may be borrowed from another team in the same level but only to fill a roster to 9 players and the borrowed players must play the outfield the entire game.

4. All players must play defense a minimum of 3 innings and 1 of the innings must be at an infield position. Coaches are encouraged to move players from position to position.

5. Bases will be set at 60 ft.

6. An 11 inch incredi-ball will be used.

7. The batting team will be declared out and ½ inning over if

- ◆ 3 outs are achieved by the defense.
- ◆ The offensive team has batted through their line-up.

8. Each batter will receive a maximum of 6 pitches. However, if the batter fouls off the 6th pitch, they continue to bat, but must swing at every pitch. Three strikes and your out.

◆ For the last three games of the regular season, a player will pitch three pitches and the coach will pitch the remaining three. The pitcher does not have to use the full windmill motion but must wind up with the ball behind her. The pitcher will stand 30ft from the plate.

◆ The batting teams coach will stand on the field next to the pitcher and hold three balls for the pitcher. The catcher shall keep each ball thrown by the pitcher until all three pitches have been thrown. The catcher will play in a proper catcher positions for all player pitched balls.

◆ Player pitching is not used during tournament play.

9. No new inning shall start after 1 hour and 15 minutes elapsed from the scheduled starting time of the game. All games not affected by the time limit will be 7 innings in length. If time permits, the visiting team is encouraged to allow the home team to bat, even if the home team is ahead going into the bottom of the inning. Runs scored during this ½ inning will not be added to the final score. Innings should change over quickly (<2 minutes should be the norm).

10. No base runner may advance to any additional bases to which they are approaching when an infielder throws the ball. On a ball hit to the outfield, no base runner may advance any additional bases after the ball has entered the infield regardless of possession.

Example: Runner on 1st and 2nd, the ball is hit to the shortstop who attempts to throw the ball to second base, but overthrows the ball into the outfield. Ruling: runner stays at 2nd and also at 3rd while batter is safe at 1st. When a ball is hit to the outfield, all runners may advance to and only to the bases they are going to at the time the ball enters the infield area regardless if the ball stays in play or not. This rule forces the outfielders not only to go after and field the ball, but to throw the ball into and toward the bases.

11. Coaches will pitch underhand to all players anywhere from 25-30 feet. If, the pitcher is hit by a batted ball, the ball will remain live and all runners will advance at their own risk. Pitcher/coach shall make the effort to avoid being hit at all times.

See Rule #7 for player pitch modification.

12. No bunting or half-swinging will be allowed. Warn and let the player re-bat.
13. Players are not to leave their base until the ball is hit. On all fly balls that are caught, runners must stay tagged or re-tag their base to advance. This tagging procedure must take place during or after the ball is first touched by the defense. No infield fly rule in effect.
14. No metal cleats are allowed.
15. No bat throwing is allowed. Coaches should warn the player one time per game and call the player out on all subsequent infractions.
16. Catcher will wear helmet and stand back by backstop to be safe from thrown bat. For the last three games of the season the catcher will wear full gear.
17. Batters and base runners are to keep helmets on at all times they are inside the fence line of the playing field.
18. The defensive coaches may be in the field to assist team players. (Max of 2)
19. The 1st base coach and 3rd base coach will help make fair/foul calls on/at their respective area. The pitching coach will make safe and out calls.
20. Any player or coach who is bleeding or who has an open wound shall be prohibited from participating further in the game until appropriate treatment has been administered. Check concession stand for First Aid Kit.
21. Both coaches shall confer at games end to write up a media report which will include the two teams involved and will include highlights of the game both offensively and defensively. Coaches should make a conscious effort to include every player's name at least once throughout the season. The winning team coach is responsible for submitting the write up to the Daily Herald.