

Central District Fall Interleague Rules – 8U Division

Conduct

Umpires will have zero tolerance towards abusive language, gestures, or actions of unsportsmanlike conduct by managers, coaches, players, relatives, or other spectators. It is the manager's responsibility to correct these actions immediately. Any person or persons ejected from the game will not be permitted to return for the remainder of the game AND the following scheduled game regardless of field location.

Umpire Fees and Softballs

- 1) The home leagues are responsible for scheduling umpires at their facilities.
- 2) Each team is responsible for paying one-half (1/2) of the umpire fees. One Umpire per game, please refer to umpire fee form for current umpire fees per league.
- 3) Teams who do not show up for a scheduled game, or who do not give 24 notice prior to scheduled game(s), so umpires can be cancelled, will be responsible for all umpire fees.
- 4) Teams will pay umpires in full before the start of the game at the plate.
- 5) Teams who play double-headers will each be the designated home team once during the double-header.
- 6) Ball used shall be the USA approved 10-inch RIF-10 or equivalent

Equipment

- 1) Players must wear their league-approved uniform by the second week of games.
- 2) Batters must wear a batting helmet with a permanently mounted face guard.
- 3) For their safety, players with long hair must keep it pulled back in a ponytail or braids.
- 4) Bats must not be on the current USA Softball banned bat list. The current approved and non-approved list can be found at https://www.usasoftball.com/certified-equipment/

Field Preparation/Coaches & Managers

- 1) There shall be no more than four (4) adults in the dugout.
- 2) Every league is responsible for their own field preparation and tear down at their site. Visiting leagues are encouraged to help when needed.
- 3) Base distance shall be 55 or 60 feet.
- 4) Pitching distance shall be 30 feet.

Music

- 1) The playing of music is at the discretion of each league's location and the umpire. An umpire or league official can stop music at any time. Teams that disregard music rules will forfeit their game.
- 2) All music must be clean and free of profanity and sexual inuendo. Music must NOT be bleeped out, but free of anything inappropriate. Penalty for inappropriate music is suspension from playing music for the remainder of the fall season.
- 3) Music may be played between innings by the team on **DEFENSE**. Between inning music must end when the catcher takes her practice throw down to second base or the umpire calls for balls in, whichever comes first.
- 4) Walk up music is permitted while on **OFFENSE**. Walk up music must end when batter enters the batter box.

Game Rules

USA rules for J.O. Softball with some modifications listed below:

Game Length

- 1) Game length is 1 hour and 30 minutes no new inning or six innings. A new inning starts when the last out is recorded from the previous inning.
- 2) Games may end in a tie.

Run Limit

1) Either team may score up to four (4) runs per inning.

Pitching rules

- 1) A pitcher may pitch no more than six (6) outs per game in the first 3 innings. A pitcher may pitch no more than nine (9) outs per game total, but may not record her 7th, 8th or 9th out until the fifth inning. No action will be taken if two (2) or more outs occur on any one (1) continuous play and the pitcher is charged with more than the maximum outs. The extra out(s) will not be credited to any pitcher.
- 2) Any pitcher removed may not return to pitch in the same inning.
- 3) Each pitcher may assume the mound three (3) times per game (the start of a new inning does not constitute a new assumption). The assumption is started when the pitcher delivers the first pitch to a batter after entering the game. The starting pitcher will receive their first assumption at the start of the game a new assumption will be started when they reenter the game as the pitcher.
- 4) Any pitcher who hits two batters in a single inning can be removed for the remainder of that inning, at the coach's discretion. An assumption will not be charged to pitcher who is removed due to hitting two batters in a single inning and may return to the game with no penalty.

Batting

- 1) All girls present shall be listed on the official line-up and shall bat in that order the entire game.
- 2) There is no dropped third strike rule and batters may not advance on a dropped third strike. Runners already on base may advance at their own risk.
- 3) Courtesy runners allowed for both pitcher and catcher (runner would be last out or furthest batter in line up from person to be run for). Cannot use same runner to run for different players in same inning. Courtesy runners for injured or ill players at discretion of umpire.

Walks/Coach Pitch

- 1) There will be no walks. In the event the player pitcher pitches four (4) balls, the designated adult Manager/Coach of the batting team will enter the game. At this time the strike count will remain the same and the adult pitcher will continue to pitch until the batter either hits the ball in fair territory, strikes out or the batter receives three pitches from the adult pitcher. The umpire will call strikes on adult pitches.
- 2) If the adult pitcher pitches three (3) pitches and the batter fails to hit the ball into fair territory, the batter is out. If the batter fouls the third pitch, her at bat continues until she either misses the next pitch or until she puts the ball in play, whichever comes first. A batter cannot strike out on a foul ball, regardless of the number of pitches she receives.
- 3) If a batter is hit by a player pitched ball, the ball is dead and the umpire will confer with the batter to determine if the batter would like to be awarded first base or if the adult pitcher will enter the game to pitch to the batter. The batter will be awarded first base if she is unwilling to continue the at bat. Otherwise, the count will be cleared and the coach pitch at bat will begin.
- 4) The adult pitcher must pitch from the pitcher's plate. The player pitcher must have one (1) foot in the circle while the adult is pitching.
- 5) If the adult pitcher is struck by a batted ball, it will be counted as a foul ball.

Stealing

- 1) Stealing is allowed when the ball leaves the pitcher's hand.
- 2) If a runner leaves early, a dead ball will be called and the runner will be declared out. Any other runners already on base will return to the bases occupied at the time of the pitch.
- 3) Only one (1) stolen base per runner is allowed per pitch.

- 4) Runners may not advance on an overthrow to the pitcher. Any ball overthrown to the pitcher that crosses the pitching circle will be considered caught by the pitcher.
- 5) Home plate is closed. Stealing home is not permitted.
- 6) There is no stealing (any base) on an adult pitch.

<u>Defensive Players</u>

- 1) There will be ten (10) defensive players in the field and four (4) of those players will be positioned on the outfield grass.
- 2) A team must field a minimum of eight (8) players. Less than eight (8) players constitute a forfeit.
- 3) There is no Infield Fly Rule in effect.
- 4) Play will stop when the ball is thrown back to the pitcher and it crosses the plane of the pitching circle.
- 5) Runners will be allowed to advance to the next base only if they are more than halfway to the next base at the time the ball crosses the plane of the pitching circle; otherwise they will be returned to the previous base. Runners may only advance to one base per overthrow. (a runner can run to second on a overthrow to first but can't continue running to third. They will be sent back to second). The umpire will make the determination.

Mercy Rule

1) USA softball run ahead rule applies. Games will end when a team is ahead 15 runs after three innings, 12 runs after four innings, or 10 runs after five innings.

Required Playing Time

1) No player shall sit out more than two (2) consecutive defensive innings and shall not sit out more than three (3) defensive innings total, until every player has sat out once. Every player must play at least one inning of infield defense per game. If the requirement is not met, due to mercy game or called game the player must start the next game. Innings do not need to be played consecutively.

Participants who Need to Leave Early

1) If the manager advises the scorekeeper and umpire prior to the game that a player needs to leave early, no penalty will be charged. If notice is not given, an out is recorded only the first time player comes to bat (opposing manager may choose to waive the out). In case of injury preventing player from continuing. No penalty. No out is recorded in that spot.

Protests

1) There will be no protests – the rulings of the umpire are final.