

TIMBERGROVE SPORTS ASSOCIATION SOFTBALL
8U DIVISION RULES

• **GENERAL**

- TSA is following ASA rules for softball, with some minor modifications to fit our playing fields.
- A fully played game for girls 8U will consist of 6 full innings or 70 minutes, whichever comes first.
- A new inning will not be started after 70 minutes of play, but if an inning is already started before 70 minutes of play, it will be completed.
- Three outs per team (6 outs total) or five runs constitutes an inning.
- Four innings will constitute a regulation game.
- If a game is called in the middle of an inning, after the 3rd inning, the score of the game will be that of the last completed inning of play.
- If a regulation game ends in a tie at the end of the 6th inning or 70 minutes, the game is over (i.e. ties are allowed).
 - ❖ Regarding playoff games – tie games will be resolved using the (International Tiebreak) ITB rule. The ITB rule states at the end of regulation play, if the game is tied, the next inning will follow ITB to guarantee a winner. The last hitter from the previous inning, on the offensive team, will be placed on second base at the beginning of the new ITB inning. Regular play resumes. The ITB rule will be used in each consecutive inning until an inning is completed with one team emerging as the winner.

• **SOFTBALL FIELD**

- The distance between the pitcher's rubber and home plate is 35 feet. Distance between the bases is 60 feet.
- The pitcher's circle has an 8 feet radius circle with the pitching rubber centered.
- Chalk lines will be required for foul lines, pitcher's circle, batter's box and half way between bases.

• **ROSTERS & FIELD POSITIONS**

- There will be 9-12 girls per team.
- Minimum players on the field should be seven (2 outfielders instead 4, and no catcher)
- Use of a player/catcher is recommended, but optional. If a player/catcher is not used by the defensive team, the defensive team must provide a coach/catcher to catch & retrieve pitched balls.
- In the event that a team doesn't have enough players to meet the minimum required to play during a game (7), the team is allowed to pick-up a player. This player must be in the same age range (7 – 8), same skill level, will play the outfield positions only and bat at the bottom of the order. If a team has less than seven (7) players show up for a game, the team will forfeit the game.
- 10 Maximum defensive fielding positions
 - ❖ Pitcher
 - ❖ Catcher
 - ❖ First Base
 - ❖ Second Base
 - ❖ Short Stop
 - ❖ Third Base
 - ❖ Left Field
 - ❖ Right Field
 - ❖ Left Center Field

❖ Right Center Field

PLAYING RULES

• COACHES

- Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity may be suspended for one or more games.
- Coaching Positions
 - ❖ Defensive Coaches
 - Defensive team coaches are allowed in the outfield behind first base and third base, in foul territory. They must not interfere with play. They can position players prior to the inning and coach players during a play.
 - A defensive coach may also play catcher if a player is not filling that position due to a limited number of players filling all positions. He/she cannot interfere with a play.
 - ❖ Offensive Coaches
 - Offensive team coaches are positioned in the pitcher's mound, at first base and third base.
 - Coaches who are pitching cannot provide verbal instructions to base runners (this instruction will come from the base coaches only), and can only provide instruction to the batter before he/she starts his/her throwing motion.
 - The coach pitcher must pitch with both feet inside of the pitchers circle at the time of the ball release.
 - The coach pitcher must try to avoid interference with a ball in play. Once the ball is hit, he/she must move to foul territory. If the umpire feels the coach pitcher intentionally interferes with a play, it is at the discretion of the umpire to do one of the following:
 1. Declare the ball dead.
 2. Award the batting team an out.
 - Base coaches are not allowed to physically assist runners at any time (i.e. stopping runners, assisting runners back onto a base or to the next base).

PENALTY: Physically assisted runner is called out

• FIELDING

- Only the first baseman is permitted to field the batted ball and make the out at first base unassisted. When other players endeavor to make an out at first base, the ball must be thrown overhand to the player covering first base, unless proximity warrants an underhand toss. Exception: The only situation in which the pitcher can make the unassisted out on the batter-runner is if the ball is fielded by the pitcher in a location that allows the pitcher to tag the batter-runner without taking more than one step from the time the ball is fielded.
- When an errant throw is made to first base in an attempt to make an out on the batter/runner, the runners may attempt to advance only one base, at their risk. In these instances we want to encourage the fielders to attempt to throw the runner out at second base, so in the case of an overthrow at first base only on a subsequent overthrow to second base the runners may not advance further. On any other errant throws there is no limit on how far runners may advance.
- For the 1st base over throw rule, on an attempted throw to 1st base by an infielder will limit the batter to no more than 2nd base at her own peril. She can run to 2nd base but can also be put out or thrown out. All other runners are free to proceed as far as they can. Even on another overthrow to 2nd, the original batter is held at 2nd.

- Ball is considered dead once the pitcher (kid, not the coach) has the ball with two feet in the pitcher's circle. It's at the umpire's discretion as to whether the pitcher is returning to the pitcher's circle to stop play or passing through the circle making a play.
- Runners who have not advanced halfway (chalk line) to the next base will be sent back to the previous base.
- Fielders must stand at their intended position location. Major shifts are not allowed.
- All infielders must stand in the dirt area or slightly in on the grass until the ball is batted. Players fielding at the Pitcher position must have at least one foot in the pitcher's circle until the ball is in play.
- The fielding pitcher must stand to the side/behind the coach pitcher until the ball is in play.
- If a ball is hit directly to the fielding pitcher in the pitcher's circle, the fielding pitcher must throw the ball to first or another base to try and get an out (to try and encourage the girls to throw the ball). If the ball is juggled in the attempt to throw, and it appears that there is no longer a play, the fielding pitcher may hold onto the ball within the circle to stop play. The final call will be at the discretion of the umpire.
- There is a 2 inning limit for girls at 1st base and pitcher (totaling 4 innings between the two positions per player). An inning should not be started if a player is at the position for more than 2 innings. The only exception is when we enter an ITB inning. If this occurs, the inning limit expires, and starts over. It is recommended that all players are allowed to play at different positions in each game.

- **BENCH PLAYERS**

- No girl should sit on the bench twice until all girls have been on the bench at least once.

- **PITCHING**

- Coach pitch with underhand throws as described in the ASA rules.
- Six pitches or three swinging strikes.
- If the last pitch is fouled off, the batter will continue to get another pitch until they have either struck out or have hit the ball into fair play.
- Pitcher on the mound for the defensive team must wear a face mask / protective device. The pitcher can also use a batting helmet instead of a face mask.
- The coach pitcher needs to make an effort to get off of the field (move into foul territory) when the ball is put into play so he/she doesn't obstruct a play, and the umpire has clear view of the field.

- **CATCHER**

- Catchers will be required to be in full catchers gear

- **BATTING**

- The entire roster of players present for the game shall bat in rotation.
- All players on each team shall bat in a fixed batting order. The batting order shall not be changed once the game starts unless noted otherwise herein.
- If a player leaves a game for any reason, that player's position in the batting order will be skipped without an out being recorded. If a player is ejected, then that player's position in the batting order will be recorded as an out.
- The batting order for each team shall be presented to the official scorekeeper before the game begins. Any player that arrives after the game has started shall bat in its original batting order position, if that position has not batted in the game yet. Otherwise, the position is skipped in the batting order without penalty, and the late arriving player is placed at the bottom of the batting order. The official scorekeeper and the umpire shall be informed of any late player additions or changes proactively before the late arriving player enters the game.

- If a girl refuses to bat at her official time, she will be called out.
- Batters are not permitted to bunt.

- **LEAD OFFS**

- Lead offs are not allowed.
- Base runners are not permitted to steal bases and shall remain in contact with the base until the coach pitcher releases the ball.
 - ❖ **PENALTY:** If a runner is off the base before the coach pitcher releases the ball, the runner is out. The No-pitch rule goes into effect (no ball or strike will be given to the batter).

- **EQUIPMENT**

- We will use an 11", 6oz yellow safe softball for all games and practices.
- Pitcher will be required to use a face mask (one provided per team) or a batting helmet for protection.
- Each team will have one bat provided in their standard equipment.
- Each team will be provided full catchers gear for one player.
- Players are allowed to use their own bats, provided they meet the necessary ASA standard.

- **UNIFORMS**

- Shirts, visors, and socks will be provided.
- Player is responsible for pants and belt.

- **TIME LIMITS**

- 70 minute time limit for games, with no new inning starting after the time limit has expired, unless a playoff game ends in a tie, then the ITB rules will be applied.
- No run rule limits to end the game early.