

PWYSA SOFTBALL LEAGUE

RULES OF PLAY

8U

8U is machine pitch

Batting

1. The Batter is required to wear a helmet with facemask while batting.
2. Machine speed should be between 3-4 (usually on 3) on the spring setting from 30 feet and is determined by the home team and communicated at the beginning of the game. There is no changing speeds between innings once set.
3. The pitching machine properly adjusted will be used. Balls will not be called. Three strikes will be an out, with a strike being a swung and missed ball or, prior to the last strike, a fouled ball. The batter will get five hit-able pitches from the machine. If the batter fouls the last ball, they will get an additional pitch (this may repeat if they continue to foul). The home team must supply at least 10 balls in a bucket at the machine and another bucket at the backstop to keep play moving.
4. Throwing the bat after hitting the ball is an automatic out in all divisions. Coaches will remind the players of this rule prior to each game. No base runners can advance on an automatic out. Safety of the players is a major concern.
5. A continuous order batting lineup will be used for all games during the season. For example: if batter #4 was the last out of the game, then batter #5 starts the next game. All teams must have the batting order set by the 3rd game played of the season. A team batting order will be made and followed through the entire game. Players missing a game or arriving late will resume their normal slot in the continuous batting order. Players unable to make a plate appearance due to injury, or other reason, will also be skipped in the continuous order without penalty. If a player bats out of order and a pitch is thrown to them, the batter is out if an appeal is made by the first pitch of the next batter, otherwise the batting order continues without penalty.
6. The catcher does not need to be behind the plate or on the field for the inning to start. Play can start with out the catcher being in position but the as soon as the catcher has her gear on, she does need to take her position.
7. A hit ball that strikes the pitching machine is considered a single. Please make sure the ball bucket is behind the coach operating the machine. All runners get a single. Even if a base is unoccupied, all runners move one base.
8. A foul ball on the third strike is not an out no matter how many are hit with one exception. A Batter who fouls the ball while attempting to bunt on the third strike is out.
9. Hits are either a single or double. If the ball is hit in the infield, then it is a single. If the ball reaches the outfield grass, on the fly, then the batter can (and each base runner) go for a double. It is umpires call as to if it is a single or double.

Baserunning

1. Base runners are required to wear a batting helmet.
2. If the defensive players make a throwing or catching error on a hit ball, runners may not advance beyond the base they reached on the hit ball.
3. To expedite the game, a volunteer may stand behind the Catcher to shag balls. Coaches will operate the pitching machine.
4. All girls must attempt to slide when a ball is in play at their base (with the exception of 1st base). This especially includes home plate. If an attempt to slide is made, that constitutes a slide. If no attempt to slide is made and there is contact with a fielder, the baserunner will be out. The umpire will make this call.

*Note: players must be wearing pants to slide, coaches need to be teaching girls how and when to slide.

Fielding

1. Only ten players are allowed to play at traditional positions. 1st, 2nd, 3rd, short-stop, pitcher, catcher, left field, left center, right center and right field.
2. Defensive infielders cannot line up more than five feet inside the base paths when a player is at bat. Once the ball is hit, the fielder can move forward to field the ball.
3. Players in the outfield must be standing in the outfield grass until the ball is hit.
4. Free substitution of defensive players is allowed.
5. Rotating defensive positions at least every two innings is mandatory to provide the players a chance to enhance learning and to gain confidence. An attempt must be made to have each child play each position evenly throughout the season.
6. All players present will play at least half the game defensively, unless this is impossible because of a shortened game, the run rule, or removal of a player for unsportsmanlike conduct. A Coach who so benches a player will advise the Umpire and opposing Coach of the removal.
7. Coaches are allowed to be in the outfield grass when their team is fielding. This is to facilitate fielding positions and communicating where the play should be made.
8. All players should play a non-outfield position for 1 full inning within the first 3 innings of every game at which they arrive on time.

Stoppage of Play/Time Out

1. When an Umpire is present, the ball remains alive until the Umpire calls time. Otherwise, play ends when the ball is returned to the pitching circle.

Equipment

1. Batting helmets with face masks will be worn when batting and base running.
2. The Catcher will wear a mask with throat guard, a chest protector, and shin guards.
3. Steel spikes or cleats are not allowed; players may wear rubber cleats or tennis shoes.
4. 11" Jugs Softee will be used with the pitching machines.

Sportsmanship

1. All players, coaches and spectators will treat all participants with respect and dignity – before, during and after the game.
2. Players may be removed from a game for unsportsmanlike conduct.
3. As part of being a good sport, teams will line up and shake hands after each game.

Game, Time Limit, Innings of Play

1. Innings of play: six innings. A tie game will be declared if the score is equal when the Umpire because of dark or weather or other reason calls the game.
2. Time limits: no inning will start after 70 minutes of play.
3. A game is allowed to end in a tie.
4. A total of five runs per inning can be scored.
5. Games may be called for inclement weather at any time. If lightening can be seen or thunder heard, the game must be stopped immediately because the storm is within 10 miles. A game will be complete if at least four and one-half innings have been played.

Field Dimensions

1. As defined in the ASA rulebook with the following exceptions.
2. Exceptions: 60' base path, 30' pitching (the pitching distance also depends on the functionality of the pitching machine)

Substitute Players

1. Substitute players are allowed from an equal or lower division.
2. Substitute players may not play more innings in the field than rostered players from the team.
3. Substitute players will bat at the end of the batting order

Umpires' Authority

1. Umpires are in charge of the game. The Umpire has the authority to remove players, coaches and spectators from the playing field area and the stands if they are disruptive and abusive to anyone on or off the playing field.
2. Once a call is made the decision is final. Only in an event of interpretation of the rules can any protest be addressed. At this time, both coaches should meet with the umpire to discuss the call. Protests cannot be made on judgment calls.
3. In the event of inclement weather, the Umpire will confer with the two Coaches as to continuation of play or delay. Under no situations will play continue or begin when thunder or lightening is present.

Coaching

1. Only the head Coach or designated head Coach will confer with the Umpire or be allowed to protest a call. The designated Coach will meet with the Umpire prior to game starting.
2. Adults (coach or volunteer) may coach first and third bases. One coach per base (1st and 3rd). A Coach cannot touch a player to get them to advance to second or home. If a player is touched to encourage them to advance, the runner is out.
3. If there is a question about a call or ruling, it should be discussed with the umpire in between innings. At no time during the game should one coach confront another coach about game rules. All questions should be directed to the umpire.

Forfeits

1. A forfeit will be declared if there are less than six players present from a team ten minutes after the scheduled start of the game. A team must have six players to start a game.
2. A forfeit is also declared if a team started the game with six or more players and for reasons of injury or otherwise cannot continue with at least the minimum of six.

Protests

1. Any protest has to be filed with the respective Division Coordinator within 24 hours following the end of the game being protested. A protest committee will consist of the Division Coordinator and two members of the Board of Directors.
2. Protests must concern matters of misinterpretation of a playing rule, failure of the Umpire to apply the correct rule to a given situation, or failure to impose the correct penalty for a given violation. Protests concerning on a judgment decision will not be considered.
3. Notification of intent to protest must be made immediately and before the next pitch.

Miscellaneous

1. No smoking or alcoholic beverages are permitted on the field. Suspension may result.
2. The Home Team is responsible for getting the bases and equipment out of the storage boxes prior to the game and for cleans up after the game.
3. The home team is responsible for providing balls for the game.
4. The Home Team has infield practice up to 15 minutes before the start of the game. The Visitor Team has the final 15 minutes.
5. Home Team scorebook is the official scorebook. It is recommended that each team compare scores. The Umpire does not keep score and will stand by the Home Team scorebook. Umpires should check with each team after each 1/2 inning to verify the runs scored. Any discrepancies should be discussed and corrected at that time.
6. During games players and coaches are encourage to stay on the bench, in the dugout or in the batting boxes.
7. No player that arrives on time will sit out two innings until all players have sat out one inning. The only exception is for a player who has been removed for unsportsmanlike conduct or injury.
8. If a girl leaves a game due to injury, she will not be counted as an out and just be skipped over when up to bat.

