

# **GIRLS FASTPITCH SOFTBALL**

## **8 & UNDER RULES: SEISL 2018 Season**

1. The pitching distance shall be 30 feet and bases will be 60 feet apart, 11” ball.
2. League provided batting helmets will be equipped with a face mask. Players choosing to use a personal batting helmet are required to use a face mask.
3. This division will be exclusively a Coach Pitch League.
  - A. There will be a 7 pitch limit per batter hittable or un-hittable.
  - B. Player is out if they take 3 strikes at the ball. If after 7 pitches, the batter has failed to put the ball into play, the batter is out. Exception: You cannot foul out on the last pitch.
  - C. There are NO WALKS.
  - D. The pitches shall be flat, not arcing any higher than five feet above the ground.
  - E. Girls playing the pitching position must stand in the circle and wear a face mask
4. There is no bunting allowed
5. The infield fly rule is NOT in effect in this division.
6. The person playing the pitcher position must be inside the circle or next to the pitching rubber when the batter is hitting.
7. THROWN BAT – Carelessly throw bat will constitute the following: First offence will be a team warning. Second offence and any subsequent violation the offender will be ruled out. NOTE: a reminder at home plate by the Umpire does not constitute a warning for either team.
8. This age group will play 5 innings or 1 hour and 15 minutes, whichever comes first. No new inning should be started after the 60 minute mark.
9. Incomplete games (rain, etc.) considered suspended are picked up where they left off unless three innings are complete then it will be considered a complete game.
10. Regular season games may end in a tie if time has expired at the end of the inning.
11. Extra innings may be started to break a tie if time has not expired.
12. This age group will allow teams to play a minimum of 7 players and up to 10 players in the field (6 infielders including pitcher & catcher and 4 outfielders). Outfielders must play on the grass.
13. This age bracket will use a RUN LIMIT per inning, instead of a batter limit. When a team scores 5 runs in an inning the inning ends IMMEDIATELY after the 5th run crosses the plate.
14. There is no more “time rule”. A play ends when a defensive player makes a play at a base. Once the play is made, the runners cannot advance any further. You do not get a base on an over throw.
15. STEALING: THERE IS NO STEALING -- Base runners are not allowed to advance on overthrows.

16. **CONTINUOUS BATTING:** A continuous batting rule will be used in this age division, allowing managers to bat all of the players in attendance. The number of batters to be used will be based on whichever team has the fewest players available for the game. The manager of the opposing team has the **OPTION** of batting the same number of girl as the team with the fewest players, or batting all of their players. **EXAMPLE:** Team A has 12 players and Team B has 14. This rule requires Team A to bat all 12 girls in a continuous order. Team B has the option of batting 12 girls and substituting the remaining 2 girls in, or batting all 14 girls in a continuous order. Since this rule is mandatory, umpires are instructed to follow these guidelines: in the event any player suffers an injury or must leave the game for any reason (except ejection) the team involved will not be forced to take an out when that player's turn comes up in the batting order. If a player is **EJECTED**, the team involved **MUST TAKE AN OUT** when that spot in the order comes up.
17. **FREE SUBSTITUTION:** Substitutes may re-enter a game as well as starters, but they must bat in the same spot in the batting order.
18. **MUST PLAY RULE:** Every player who is present for a game **MUST PLAY AT LEAST 2 INNINGS OF DEFENSE**. **EXCEPTION:** If a player is present but is injured or is being disciplined by the coach, and will **NOT** be playing, the home plate umpire and opposing coach **MUST BE NOTIFIED PRIOR TO THE START OF THE GAME**. The coach has the option of playing or benching a late arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must also be noted in the scorebook. If a player does not meet a minimum number of practices a coach can bench that player for a game.
19. The defense can employ a maximum of two defensive coaches in the outfield during play to aid in teaching.
20. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)
21. In the event of a dispute or a question over the rules, head coaches will be encouraged to calmly discuss between themselves. If this does not resolve the issue, the issue will need to come to the league head for a final decision. I recommend that these be handled in respectful manner as we are setting examples for the kids.