

Newport Mesa Girls Softball 2016 – Spring 8U Division Rules

SECTION 9 – 8U DIVISION RULES:

9.1 BASE AND PITCHING DISTANCES

The distance between bases and the pitching distance shall comply with ASA requirements. Currently, the distance between bases is 60 feet and the pitching distance is 30 feet.

9.2 GAME LENGTH

All games in this division will be seven (7) innings regulation or one hour and thirty minutes (1:30) no new inning and will finish out the inning currently being played. No new inning will start after 1:30. If the home team is batting and ahead after 1:30 has been reached, the game will end and all runs scored shall count. Drop dead time is 1:40.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment of unsafe conditions. When this occurs, if the home team is tied or ahead, the game is over. If the home team is trailing, the score is reverted back to the last full complete inning.

9.3 STANDINGS

Standings will not be kept. Won-Loss records will not count towards the end of season playoff tournament. At the completion of the regular season, there will be a blind draw to determine playoff seedings.

9.4 GAME FORFEITURES

In the event a team is unable to field a minimum of eight (8) players, a regular season game may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. NMGS/AVGS teams may borrow players **who did not participate in All Stars during the previous season** from other NMGS/AVGS teams as long as they are playing in the same division only. The borrowed player must play outfield and bat last.

9.4.1

If a team is unable to borrow players because they are shorthanded, there will be no penalty for outs during an at bat.

9.5 RUNS ALLOWED

Maximum runs allowed each inning is four (4).

9.6 TIME OUTS

Time out will be "out" when the ball is returned to the pitcher's circle with the intent,

based on the umpire's judgment, of returning the ball to the pitcher. The pitcher does not have to be in control of the ball. All runners at that point will immediately return to the previous base or advance to the next base as per ASA rules.

9.7 DEFENSIVE PLAYERS

1. Each team shall use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must be positioned in the outfield until the pitched ball is hit or crosses home plate. A coach is allowed to be in the outfield to help direct players until March 12, 2016. After that date, coaches are no longer allowed to be in the outfield
2. No player may sit on the bench more than one (1) inning any game until all other players on their team have sat one (1) inning. No player may sit on the bench more than two (2) innings any game until all other players on their team have sat two (2) innings. This does not reset after each game and will carry over to the next game. Players absent from a game do not count towards this rule.

9.7.3 Each player shall play at least one (1) inning of infield by the completion of the 3rd inning. If the game is less than three (3) complete innings, the player must start the next game at an infield position.

***NOTE: The purpose of Rule 3 is to get all players to play the infield positions.*

9.8 PLAYER RE-ENTRY

With the exception of the pitching position, unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Any pitcher may be removed from the game for normal player rotation, and returned to the pitching position once. Late arriving players may be inserted at the next stoppage of play.

9.9 BATTING

The team will bat round robin for players present at the start of the game. The batting order remains fixed once presented to the opposing team and umpire. The only exception is if a player arrives late. Late arriving players must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enter the game. Until March 12, 2016, batters hit by a pitch will be given the option to continue batting with a coach pitch reset count (0-0) according to the coach pitch rules in 9.9.1 or take their base. Also, if the batter is unable to continue batting, they will be awarded first base. After this date, batters hit by a pitch will be governed per ASA rules as follows: If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base.

9.9.1

Failure to adhere to these NMGS/AVGS rules may result in game forfeiture and league discipline

Until March 12, 2016, batters may not be walked by the pitcher. After the pitcher throws four (4) balls in a single at bat, the coach or coach designated volunteer will come in to pitch, **with at least one foot in contact with the pitchers plate**. If the batter has zero (0) or one (1) strike, the coach gets to pitch up to five (5) pitches to the batter. If the batter has two (2) strikes, the coach gets to pitch up to three (3) pitches to the batter. The batter must either make contact with the ball for a hit or out, or the batter may strike out. After March 12, 2016, batters may be walked by the pitcher, however, batters may not be walked if the bases are loaded. If the bases are loaded and the pitcher has thrown four (4) balls in a single at bat, the coach or coach designated volunteer will come in to pitch. The coach or designated volunteer must have at least one foot in contact with the pitchers plate during the pitch. If the batter has zero (0) or one (1) strike, the coach gets to pitch up to five (5) pitches to the batter. If the batter has two (2) strikes, the coach gets to pitch up to three (3) pitches to the batter.

9.9.2

On a batted ball, the defense may attempt to get the batter/runner out at first base, or another runner out at another base. If in the attempt of getting an out at the base, the ball is inadvertently thrown pass the base and fielder, the runners may attempt to advance as many bases possible until they are put out, until they stop safely on a base or until the ball is in the pitching circle, whether it's controlled or not by the pitcher.

Managers must teach players to run through first base on a hit ball to the infielders, whether the ball is fielded cleanly or not. Players should run to or through first base. If the infielder fields the ball and a throw is made to first base, and the ball inadvertently gets by the first baseman, the runners may then attempt to advance as many bases as possible until they are put out, until they stop safely on a base or until the ball is in the pitching circle, whether it's controlled or not by the pitcher. However, if the hit ball goes past the infielder, the runner may round first base and attempt to advance.

If, in the umpire's judgment, there is a deliberate attempt on the runner to round first base and run to second base on a ball hit to the infield, whether it is fielded cleanly or not, the umpire may declare the runner out.

9.9.3

When the adult/coach is pitching, coaching the batter as to when to swing or not to swing during the pitch is not allowed.

9.9.4

Bunting is not allowed when the adult coach is pitching.

9.9.5

Injured players or players otherwise forced to leave the game shall be reported to the Umpire and the opposing team. When the player's turn at bat comes up, an out shall be recorded for the one (1) time only.

9.10 **MERCY RULE** – None

9.11 **INFIELD FLY AND DROPPED THIRD STRIKE**

The dropped third strike rule is NOT in effect per ASA rules. The infield fly rule is not in effect.

9.12 **STEALING BASES**

No stealing is allowed when an adult is pitching. Stealing bases will be allowed in accordance with ASA rules. Runners may legally advance one (1) base only per pitch by player. If additional bases are stolen, the runner is liable to be put out, but will be returned to the proper base at the play's completion if the next base is safely obtained. In all cases, no runner will be allowed to steal home ("Cold Plate"). If a runner attempts to steal home, she will be liable to be put out, but will be returned to the proper base at the play's completion if she safely reaches home. When a batter is walked, they may only legally advance to first base. Runners may leave when the ball leaves the pitcher's hand. Runners off the base prior to the pitch will be called out.

9.13 **PITCHING RULES**

The ball shall be the 10" Worth RIF Level 1 type.

9.14.1

Until March 12, 2016, a pitcher will pitch to a count of 4 balls or 3 strikes to each batter. If the batter puts the ball into fair play, the play continues. If the batter does not put the ball into fair play after a count of 4 balls, then a designated coach will pitch to the batter and assume the strike count until the batter either puts the ball in fair play or reaches a count of three (3) strikes. The adult pitcher may deliver a maximum of 3 pitches if the count starts at 2 strikes or 5 if the count starts at 1 or 0 strikes. Coaches must pitch with at least one foot in contact with the pitchers plate. If a coach is hit by a ball while pitching, the ball is considered a live ball with play continuing. Until March 12, 2016, a coach is required to be behind their catcher to help stop the ball if it gets past the catcher.

9.14.2

After March 12, 2016, batters will be awarded first base after receiving four (4) called balls by the Umpire. Coach pitch will only be utilized when the bases are already loaded. Pitchers will be allowed to walk batters, but not walk in any runs.

9.14.3

During regular season games, a pitcher is limited to six (6) innings per week. A week begins at 12:01 am Sunday and ends at 12:00 midnight on Saturday. Two (2) games equal a week, should more than two (2) games be played in a week. The pitcher may not pitch more than three (3) innings total or more than two (2) consecutive innings in any one (1) game. One (1) pitch in an inning against a live batter constitutes an inning pitched.

The Manager of each team shall be responsible for reporting pitchers' innings to the league standings coordinator. Pitcher innings will be available for viewing on the league website.

9.15 PITCHERS SUBSTITUTION

A pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

9.16 COURTESY RUNNERS

Courtesy runners will be allowed for pitchers and catchers of record. The runner shall be the player making the last recorded out. In the case that no outs have been recorded, the runner shall be the last player to safely reach home. In the case that no outs have been recorded and no players have safely reached home, the runner shall be the last player in the batting rotation.

9.16.1

Courtesy runners may also be used for injured and sick players.

9.17 FIELDERS MASKS

A fielder's mask must be worn at all times by NMGS players playing the position of pitcher.

9.17 SPORTSMANSHIP

No derogatory cheers will be allowed. No deliberate attempt to distract any players (specifically the pitcher, catcher or batter) by the opposing team shall be tolerated. We will follow the General Policies of the league and/or ASA rules for unsportsmanlike conduct. If a manager, coach or parent is ejected from a game, the league will contact the associated league and share the report from the umpire as to the reason of the ejection. Each league will handle their own disciplinary process that could include suspension from games.

9.18 JEWELRY

No jewelry of any kind is permitted in accordance with ASA rules.