

# West County Softball Association

## 8 & Under Division

### Local Rules

ASA rules apply except where superceded by local rules.

**Home Team:** Will be the team listed **SECOND** on the game schedule.

**Home Team:** Will supply the official Scorekeeper. The home team will forfeit the game if scorebook is not completed. Scorebook should be signed by each coach at the conclusion of the game.

**Game Time Limit:** No new inning after 60 minutes.

**Substitutions:** All players must be entered into the game by the top of the **Third** inning.

**Re-Entry Rule:** Player may re-enter the game after all girls have played 2 full innings.

**Limited Run Rule:** No team can score more than four runs per inning for the first two innings, and no more than six runs for the third through seventh innings.

**Ten Run Rule:** If one team has a ten run lead at the end of five innings or any completed inning thereafter, the game will be declared over.

**Batting Order:** All players on the team roster will bat. Batting order will not change during the game.

**Pitching:** The pitching machine will be used for the entire game. An “at bat” will be 3 swinging strikes or 7 pitches. The coach of the team hitting, will man the pitching machine. The player in the pitcher position must have one foot in contact with the pitching circle until the batter hits the ball. Coach must be in a squatting position, as to not block view of the players. If the ball hits the pitching machine or the coach manning the pitching machine, it is a dead ball.

**Hesitation Rule:** When the ball has broken the cylinder of the pitching circle, all runners will, **WITHOUT HESITATION**, advance to the next base if past the halfway chalk line, or return to the last base they occupied.

**Courtesy Runner:** A courtesy runner for the catcher is allowed if there are 2 outs and the catcher is on base. The courtesy runner will be the player who made the last out.

**Numbers of Players:** A team may start and play a game with 8 players. No penalty will be assessed for the missing player(s). A team may have 10 players on the field, with the extra player in an outfield position.

**10 Minute Delay of Game:** A team manager may request a 10 MINUTE DELAY OF GAME, if their team is unable to field at least eight players at the original starting time. After 10 minutes, the game will either begin or will be considered a forfeited game and entered into the scorebook as a 10-0 loss. The team that is short players may then borrow players from the other team and a practice game will be played.

**Stealing:** Stealing is not allowed. Sliding is allowed. Players may lead off from the base after the ball has left the pitching machine. A “lead-off” is taking two to three steps from the base, coming to a stop and facing the batter. Running

without stopping is “stealing” and would constitute a “no pitch”, which means the pitch is a dead ball and is not counted against the batter.

**Distances:** The pitching machine will be set at 35ft. and the bases set at 55ft.

**Field Prep:** **The home team** will be responsible for field prep before the game and **the visiting team** is responsible for dragging the field, putting away the equipment and locking the storage box after the game.

**Clean Up:** It is the responsibility of each team to clean their dugout and spectators area after each game and practice.

There must always be an adult female at all practices and games. No exceptions