

SFBSA

GIRLS 8U RULES

Girls 8U will use NSA rules with the following exceptions:

1. *Umpiring*

- a. The home team is responsible for providing a volunteer umpire.
- b. No appeals! Umpires will call what he/she sees. If the umpire does not see it, it cannot be called.
- c. No umpire shall be younger than fourteen (14) years old as of April 30 of the current year unless he/she is a trained "patch" umpire.
- d. Ground rules will be discussed before the start of the game in the presence of the umpire. Ground rules must stay consistent.
- e. Umpire will begin the play behind the plate. The umpire must move with the play so as to be in position to make the best call without interfering with play.

2. *Roster/Call-ups*

- a. All CVC roster rules apply.
- b. Each team must have at least nine (9) players to start or continue a game. If at any time this rule is not met, the game is over and the team with enough players to play, nine (9) or more wins.
- c. A team may use up to 3 girls from the T-Ball level.
- d. A call-up must wear her uniform and the opposing manager must be notified prior to the game that call-ups are being used.
- e. If using a call-up, they cannot start the game ahead of a regular roster player. They may be substituted (after the start of the game) along with any other roster players and must adhere to all other playing time rules.
- f. A player may only be borrowed with the permission of her manager. If a player's roster team's game conflicts with the 8U game, the player must play her regular (T-Ball or baseball) game.

3. *Field and Equipment*

- a. The player designated as the pitcher must wear a chest protection device while in the field.
- b. No jewelry can be worn at any time on the field.
- c. An 11-inch ball will be used.
- d. Batting helmets must be worn while batting and running the bases.
- e. Catchers must wear a chest protector, facemask, and a catcher's helmet.
- f. Base distance will be sixty (60) feet. Three-quarter marks will be used between the bases. The distance from the back of home plate to second base is (84' 10 ¼").
- g. A ten (10) foot circle will surround the pitching line, which will be centered within the circle.
- h. Hash marks will be placed ¾ (45 feet) between first and second, second and third, and third and home.
- i. Only bats on the current ASA approved may be used. Composite bats are NOT permitted for the protection of all players

4. *Pitching*

- a. Pitching will be thirty-two (32) feet.
- b. The player designated as the pitcher must begin the play with at least one foot in the circle.
- c. Arc of the pitch will be three (3) to ten (10) feet from the ground.
- d. Managers or coaches will pitch to their teams. If a batted ball hits a manager or coach or if the manager or coach (while pitching) interferes with a fielder, batter or runner, the ball is dead and the batter returns to bat and runners return to base. The pitch will be a no pitch.

5. *Stoppage of Play*

- a. Only the umpire may call stoppage of play. Again, all calls by the umpire are final.
- b. A play will be stopped if any of the following occur:
 - i. On an overthrow at first or third base from an infielder. Once the ball crosses into foul territory, the play is ended and runners may not advance.

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- ii. The ball breaks the plane of the circle surrounding the pitcher's mound. The pitcher must have at least one foot in the circle.
- iii. The ball is in control of the pitcher and any part of her body is within the circle.
- c. At the time play is stopped, runners that have advanced beyond one of the $\frac{3}{4}$ hash marks will be awarded the next base. Runners that have not advanced beyond a $\frac{3}{4}$ mark must return to the previous base. Runners will be placed according to the lead runner. That is, if a runner is forced back to a base and another runner is occupying that base, that runner must also return to the previous base. For example, there are runners on second and third and a play is made. When time is called, the runner at third has not passed the $\frac{3}{4}$ mark, but the runner from second has. The runner from third must return to third and, in turn, would force the runner from second back to second. However, if the runners were on first and third and the runner from third is forced back, the runner from first could still be awarded second provided she crossed the $\frac{3}{4}$ mark when time was called.
 - i. Exception to above rule: when all runners are forced to advance. For example, there are runners on first and second. The batter hits the ball and the ball is thrown back to the pitcher before the runner from second crosses the $\frac{3}{4}$ mark. Because the runner is forced, she must be awarded third base.

6. Game Play

- a. Each girl will field at least two (2) innings, unless an injury occurs.
- b. No girls shall sit more than one consecutive inning.
- c. This age group will not use the infield fly rule.
- d. This age group will play six (6) innings.
- e. No D. H. or E. P. in this age group.
- f. Runners must make every effort to slide or avoid contact while running the bases. Any flagrant fouls or unnecessary contact will result in an out and ejection from the game.
- g. A game stopped after four and a half ($4\frac{1}{2}$) innings because of rain or lighting is a complete game. The team ahead shall be declared the winner. If the game is tied after $4\frac{1}{2}$ innings, a complete game has to be replayed.
- h. No new inning shall start fifteen (15) minutes prior to the start of the next scheduled game. The team ahead after the last full inning is declared the winner. Game will end 2 hours from the scheduled start time.
- i. If a game is stopped for any reason before completing $4\frac{1}{2}$ innings, the entire game has to be replayed.
- j. This age group will bat the bench.
- k. Teams will play ten (10) players in the field. The players will consist of a pitcher (who must have at least one foot inside the circle and be at or behind the centerline, a catcher, four (4) infielders and four (4) outfielders (no rover). No outfielder may be within twenty (20) feet of the base line. Infielders must be within five (5) feet of the baseline until the ball is batted.
- l. Each batter has eight (8) pitches. The batter must swing by the seventh pitch or be called out. As long as contact is made (foul) the batter will get another pitch.
- m. A batter gets four (4) strikes. There are no walks or awards of first base due to the batter being hit by a pitch.
- n. Runners on base cannot leave the base until the ball is hit. If they are off the base and the ball is not hit (swinging strike or no swing), they will be warned along with the rest of the players on that team. Further instances from any player on that team will result in an automatic out.
- o. Any player throwing the bat will be warned along with the rest of the players on that team. The next player from that team to throw a bat will be called out, the play will be dead and the runners will return to their bases.
- p. When six (6) runs are scored in the offensive team's half of the inning, the offensive team automatically takes the field regardless of the number of outs. The inning shall not end however until play has been stopped and all runs resulting from that play shall be counted. Example: the offensive team has scored five (5) runs in the current inning and the bases are loaded. The batter, after hitting the ball, stops at second base. When the play has ended all the base runners have crossed the plate. The three runs count and the team will be entitled to eight (8) runs in that inning.
- q. The six run rule is waived in the last inning.
- r. The Blood Rule will also be in effect during the game.
- s. There is no on deck batter warm-up permitted.
- t. There is no rover position at this level of play.
- u. Outfielders must be 5 feet behind the bases.
- v. Two coaches are permitted in the outfield during defensive play. Coaches will be positioned in right center and left center.

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7. Rescheduling Games

- a. The home team is responsible for rescheduling games. Call scheduler immediately to set new time.
- b. Once the season begins, games may only be rescheduled due to inclement weather and/or with the consent of the opposing manager. Games ARE NOT to be rescheduled because of a lack of certain players. Call-ups are an option and must be used in order to keep the schedule.
- c. Procedures for rescheduling games:
 - i. Contact the umpire and notify them the game will not be played.
 - ii. Contact the manager of the opposing team.
 - iii. Contact your team.
 - iv. Contact your association's scheduling representative to secure dates for replay.
 1. Three different dates must be offered and not simply alternate times on the same date.
 2. Dates offered cannot conflict with previously scheduled games.
 3. Dates cannot conflict with a team's predetermined blackout or no-play dates.
 4. Compassion is recommended if dates offered require a team to play too many consecutive games. Please keep the kids' best interest in mind.
 - v. Contact the opposing manager with the options. Note the home team is not obligated to offer any additional dates. The opposing manager is expected to choose from one of the three dates offered unless any of the above rules are violated.
 - vi. Secure an umpire for the new date.
 - vii. Notify your team of the new date.
- d. Games should be scheduled within two weeks of the original play date or the home team will forfeit the game.

8. Field Preparation

- a. The home team is responsible for lining the field, making decisions about game delays and cancellations due to weather.
- b. The home team is responsible for field maintenance after the game, pulling bases, and making sure dug-outs are clean. Base lines must be dragged. Dirt around pitchers mound and home plate must be packed down.