

Softball Rules - 8U Travel Ball (East Meadow Summer League)

1. Games consist of 6 innings or closest to 1:40 min. (finish inning, no new inning can begin after 1:40)
2. Bases are 60'.
3. 11" (Hard) softball is used in all games. Each team must supply the umpire with 1 game ball.
4. Pitching mound is 30' (from the back of home plate), pitcher must wear a face mask.
5. Live pitching - pitcher will be given a fresh count for each batter. If 4 balls are thrown, the coach will take over the count. Batter will keep the number of strikes she has prior to the coach pitching and will continue the at bat until the ball is in play, or 3 strikes occur. Batter can have unlimited foul balls after the 2nd strike.
6. NO WALKS
7. Coaches must pitch from the pitching rubber just like the kids do. In addition, the kid who was replaced as the pitcher must field next to the coach, they may not wander as a 9th infielder somewhere else.
8. If a kid pitcher hits a batter on a fly, the coach takes over and finishes the count. Batter must make an attempt to move to avoid being hit. If the ball bounces and hits the batter, it is considered a ball.
9. Kid pitchers who hit more than 3 girls in the same inning must be removed. If a pitcher hits 5 batters in any game she must be removed after 5th hit batter.
10. One half inning is complete after 3 outs are recorded or 5 runs cross the plate. Last full inning for both teams are the same 3 outs, but NO run limit. If time limit occurs and both teams cannot play a "last inning" then maximum 5 runs will be allowed like all of the other innings.
11. Run rule - 12 runs after 3 innings, 10 runs after 4, and 8 runs after 5 innings.
12. No bunting.
13. No stealing, no leading of any kind or tagging up. Umpire's discretion if any runner attempts to leave too early. Runner will get a warning first, then if done a 2nd time, runner will be called out (only by the umpire).

14. If a batted ball hits a baserunner, it's a dead ball and the runner is out. The other runners get the next closest base.
15. No dropped 3rd strike. Batter is automatically out after strike 3 swinging or called.
16. No infield fly rule. Runners run at their own risk. No intentionally dropping a fly ball to try and get more than 1 out.
17. One base awarded on an overthrow to 1st base ONLY. If they overthrow to any other base, runners must remain where they are.
18. Coaches - 1st base & 3rd base coach allowed when team is batting. 1 coach allowed in the field when team is fielding (but not required). If the fielding team wants a 2nd coach, they can ask the opposing team's coach or umpire. If agreed by both, then a 2nd fielding coach may be allowed to be on the field.
19. If the ball hits the pitching coach while pitching, it's a dead ball and the batter gets rewarded 1st base, and all other runners advance one base only if it's a force. If no force, they remain on the base they were at when the ball hit the coach.
20. Baserunners should only advance if earned after the 2nd base (live ball until secured by infielder - same as #22)
21. Baserunning - To score from third, the team must EARN it. (example runner on 2nd and ball hit to third base, third baseman throws to 1st baseman who missed the ball the runner at 2nd can go to third but must remain at third they can't score on the overthrow. The girl who hit the ball may advance to second on the overthrow but again the runner at third may not).
22. For a team to stop runners from running, the ball must be in the infield and the infielder must secure the ball. If the ball is hit to the outfield and the outfielder is just holding the ball, then the kids may continue to run but once the ball is back in the hands of an infielder, the kids must stop running. Time should be called, but not mandatory.
 - Umpires must acknowledge time out calls by all infielders. Umpire has the final say on whether a runner can advance (whether it was earned or not).

**** IMPORTANT (LEAGUE PLAY):** At the 8U level, the girls are still learning where exactly to throw the ball and will often forget to call TIME. Please be considerate to your opponents. Home MUST be earned on a hit and cannot score if an infielder has the ball (whether or not TIME is granted). They can advance to 2nd or 3rd, but not home. We want to be fair to everyone, as this is the first league for a lot of teams involved. This ultimately will be the umpire's decision, but all teams should use discretion.

23. Absolutely NO arguing with umpires, or opposing coaches will be tolerated. Umpire may remove any player, coach, or spectator from the game. If anyone is asked to leave, they must leave the premises or the team will have to forfeit the game. Let's keep in mind these are 8U girls playing and please be respectful to everyone on the field.

24. Pitchers will be allowed to pitch a maximum of 3 innings per game. One batter in an inning is considered a full inning pitched.

25. Pinch running for catcher - in an effort to speed the game up in between innings, if there is at least 1 out in the inning, the catcher can be pinch run for. The pinch runner must be the last batted out in the inning, or if that runner is on base, the runner that was forced out in the inning can replace the catcher.

26. UNIVERSAL BATTING - all girls who are on both teams and playing in the game must get a chance to hit (example: 11 players at the game, then all 11 players must bat. FIELDING - no more than 10 fielders allowed each inning. There must be 4 outfielders if playing 10 fielders.

A minimum of 6 players must be playing for each team in order for the game to be official. Anything less will count as a forfeit. The teams can choose to still play the game if they wish, but the team with less than 6 players will take the loss and vice versa.

27. Which team is the home team? Coin toss will be the deciding factor unless its playoffs, where the higher seeded team will automatically be the home team. One coach will choose heads or tails and the winner will decide if they want to be home or away.

>>> THANK YOU for choosing to play with East Meadow softball!! We strive to create a fun, and fair atmosphere so the girls can continue to learn and grow as players, while also experiencing the competition side of the game.

**If anyone has any questions on rules or anything else, please contact John Hanson or Erica Hanson.

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