

2019 Fairfield, Hamilton, Lindenwald, Millville, Oxford, Ross
8U Instructional Division
6-8 Year Olds
Rules of Play

ALL MANAGERS ARE REQUIRED TO HAVE A COPY OF THESE RULES AT EACH GAME.

UMPIRES

1. The offensive coach feeding the machine to their team while batting is the official umpire during that half inning. One defensive coach will be in the outfield and one defensive coach will be placed safely behind the catcher and will be responsible for ball retrieval and assistance on home plate calls. The coaches can discuss calls, but final say is with the offensive coach loading the machine.
2. The umpire's call is **FINAL**. No protest concerning an umpire's call will be allowed.

EQUIPMENT

1. An (11") Optic Yellow Softball. All equipment is provided.
2. The catcher must wear the equipment provided: Catcher's helmet, face guard, throat protector, chest protector, and shin guards. The batter, all base runners, on deck batter, are required to wear a **batting helmet with a face mask/guard** while on the playing field. Defensively, the pitcher, 1B, 3B must wear a facemask. It is highly recommended for all infield positions to wear a facemask.
3. Machine settings are to be set to the following: Power pedal (C) set to 3, Release arm (B) set to 3, Micro adjustment (A) set to 1.
4. The home team coach is responsible for setting up the machine. Both coaches that will be operating the machine will meet prior to the game to make sure they are comfortable with the machine and settings.
5. Springs on each machine should be replaced every 2 years to ensure consistent performance across all communities.

COACHES

1. Each team will be allowed to have 2 defensive coaches in the field. One placed behind the catcher and one in the outfield. The defensive coaches may not physically assist any player.
2. Base coaches may not physically assist any base runners. If a runner is physically assisted, she will be called out.
3. An offensive coach will manage the sling pitch machine to his/her own team from the back of the rubber---35---feet. When the ball is put into play, the adult “pitcher” will “remove” themselves from the play---ie---duck / crouch --in a manner that does not interfere with the defense making a play. If the adult “pitcher” / “sling machine” is hit with a batted ball at any time, it is a dead ball and players shall advance only one base. If the ball is thrown by the defense and contacts the “pitcher” / “sling machine”, the ball will remain LIVE. This is unless it is deemed that the adult interfered on purpose to help their team, umpires judgement. In that case, the batter/runner will be called out.

TEAM

1. Each team may play 11 players on the field. This will consist of (1) pitcher, (1) catcher, (4) standard infield positions and (5) outfielders. The outfielders MUST begin play in the outfield grass (unless the field is larger or smaller than normal). Infielders must start behind a 43’ defensive arc.
2. Each player must play each game defensively and offensively on the field with a maximum of one inning on the bench, divided as follows: one (1) inning must be played in each of the following groups: (1) first base, second base, third base, shortstop, pitcher; (2) outfield (CF, LF, LC, RC, RF) and catcher. Each player must play in the **infield & the outfield at least once a game** by rotating the players during the game. Girls shall not play the same infield position more than twice in a game. Girls shall play an infield position in the 1st three innings. Violation of this rule will result in forfeiture of the game. If a child specifically asks not to play a position, speak with the parents and make a judgment call.

If a player throws a bat, the umpire will give that player a warning. The second offense for that player will result in the batter being called out and all runners returning to the

bases they occupied before the pitch was thrown. A third offense will result in the batter being called out and disqualified from the game.

GAMES

1. No walks. No infield fly rule. The home team will provide a new game ball and the visiting team will provide a good used ball for back up.
2. A ball is considered to be live until an infielder has control of the ball, inside of the infield baselines. Teach the kids to start stopping the lead runner.
3. Base runners are allowed to run "at will" as long as the ball is live (i.e., they can advance more than one base at a time). *****With that being said, remember, this is an INSTRUCTIONAL league designed to prepare the girls for fast pitch with good fielding and good base running skills. There will be kids at all different skill levels. It is not recommended that girls run the bases excessively.** Only one base may be taken on an overthrow to any base. An example would be if the ball is thrown to first base, the first baseman bobbles the ball, and then drops it. It would be unsportsmanlike to have that runner advance to second. But if the ball was overthrown and ended by the fence, it would be acceptable to run the girl one base only. Another example would be if there is a potential play at 3rd and the ball gets thrown to first, it would be ok for the runner to go home because a play was being made behind the runner. Another example would be if the ball is hit deep into the outfield, it would be acceptable to advance the runner(s) until the ball is thrown back into the infield and controlled. **This league is not designed to have the girls run wild on the bases. If this occurs please advise the league VP of the coach in question. We all know, kids could likely run all day long as again, there are many different skill levels and it is an instructional league.**
4. Base runners shall not steal or lead off. **However**, base runners are allowed to leave the base as the ball is crossing the plate. Anticipatory leads are OK to get them ready for the next level. They have to retreat back to the base if the ball is not put in play.
5. If the ball goes out of play, over/under/past/stuck in the fence or into dugout, the ball will be dead and all runners will advance to the next base.

A continuous batting order will be in effect. All players that are at the game will bat in a continuous order even if that player did not play the field that inning. If a player has to

1. leave the game for any reason, that spot in the lineup will be skipped without penalty. If a player arrives after the game starts, they are placed at the end of the lineup.
2. **(5) RUN RULE PER INNING, UNLESS LAST INNING:** Each inning will consist of either 3 outs, or a maximum of 5 runs per inning. There is no limit for runs in the last inning. Based on time left, the (2) coaches should agree to last inning.
3. **SEVEN PITCH RULE:** Each batter will receive up to 7 pitches or 5 missed swings, whichever comes first. Exception: The batter continues the at bat if they foul on the 7th or greater pitch; i.e. the at bat continues until the batter either hits the ball into play or has a missed swing. It is the role of the umpire to keep track of the pitch count.
4. The child pitcher will position herself to the left or the right of the adult pitcher, slightly behind and within 5 feet of the pitching machine. The coach feeding the pitching machine is expected to the best of their ability to ensure the safety of the player around the machine.
5. Pitchers are not permitted to field a batted ball and run to a base to record an out. Pitchers have to make a throw to a base to record an out.
6. Outfielders are not permitted to make a direct play on a base or baserunner. They must make a throw to record an out. Outfielders must begin 20 feet behind the baseline, regardless of where the grass begins.
7. A 15 run-rule after 4 innings will be in effect.
8. Base distance will be 55 feet at Fairfield and 60 feet at other locations.
9. There will be a 15-minute grace period from the scheduled starting time before a forfeit is declared. A team must have at least 7 players to play the game unless it is agreed upon by both managers. (This rule applies more for the tournament than the regular season.)
10. The time limit for a game will be 90 minutes, and no new inning should start after 1 hr and 20.
11. A maximum of 6 innings will be played and games can end in a tie.
12. Rain outs will not be rescheduled unless deemed ok by the league VPs of Fairfield, Lindenwald, Millville, Ross, Oxford.

No chanting at, taunting, or other unsportsmanlike conduct directed towards a member of the opposing team will be tolerated at any time.

1. There will be no additions to the roster after June 1st, without Inter-City Board approval.
2. Slap hitting is permitted.
3. The winning team is responsible for entering the game result on the league time website.
If a game ends in a tie, the home is responsible for entering the game result.

MID-SEASON RULE CHANGES---STARTING 5/27/19

As we are now part of district / state tournaments, there are a couple of rules that need to be updated to prepare the players for tournament play:

***Players will be given a total of five pitches or three swinging strikes. The player can “foul off” an unlimited amount of pitches, until the next pitch is put into fair territory, the player swings and misses or does not swing at the next pitch.

***The ball is considered live and runners are allowed to advance “at-will” unless the following occurs:

***Dead ball will be called when the ball is held by any defensive player stopping the lead runner or no further play is being made (umpire’s judgment). Again, the league does not want teams to “run wild”, but wants to prepare the players for the next level.