



Division 8U Rules
(Revised 1-2-11)

General Provisions

The following North Shore Girls Softball League ("NSGSL") league rules supplement and augment the Amateur Softball Association of America ("ASA") rules as amended year-to-year. If there is a conflict between league rule(s) and ASA rule(s), the league rule(s) shall be controlling. If a situation is not covered by the league rules, the ASA rules are controlling. Although the league rules and the ASA rules are meant to cover as many situations as possible, they do not cover all. In the rare circumstance where a situation is not covered by the league or ASA rules, the judgment of the umpire will be upheld and the NSGSL rules coordinator should be notified. NSGSL Rules Committee will later consider the situation so that future rules can be clarified. All parties concerned will be provided with a fair opportunity to be heard. However, no protests are allowed.

Teams should not deviate from or alter these rules during the course of any regular season or post-season game, even by mutual agreement.

Division 8U

This division's main objectives are to have fun, develop basic skills, and prepare the player for the next level of play. All teams will make the playoffs

Team Rules

1. **Player Evaluations:** Players do not need to be evaluated for this division.
2. **Scheduling:** It is the responsibility of the team manager to ensure that his or her team is available to play at the times scheduled.
3. **Rescheduling:** Only games postponed because of rain or field unavailability may be rescheduled.
4. **Minimum Number of Players:** At least seven (7) players must be present to start the game. If you know you are not going to have nine (9) players, you may borrow a

player from another team. The borrowed player can only play in the outfield and must be put at the bottom of the batting lineup. Borrowed players are not allowed in the playoffs.

5. Call ups: Not allowed
6. Play ups: A player wishing to play up to the next highest level must be evaluated at the next level up. Play up requests will be evaluated and determined by the Executive Board.
7. Team Vacancies: If a vacancy occurs, the manager is to contact the Player Agent who will assign an appropriate player from the waiting list on a first-come first-served basis. If there is no waiting list, the vacancy will be filled on a case-by-case basis.
8. Team Responsibilities: Both the home and away team are responsible for field set up before the game and field clean up after the game. This includes setting the bases for the game, and putting the bases away at the end of the game if this is the last game of the day. The home team supplies a new ball for the start of the game and the away team supplies a good back up ball.
9. Team Dugout Position: The home team occupies the first base side of the field.
10. Pre-game Warm-up: Time permitting, the home team may warm up on the infield 15 minutes before the start of the game and the away team may use the infield the previous 15 minutes. If warm up time is less than 30 minutes, each team will split the infield time equally with the home team using the infield last. No team may use the infield prior to 30 minutes of the scheduled start time.

Playing Fields

1. Pitching Rubber: The pitching rubber is thirty (30') feet from the back of home plate to the front of the mound.
2. Base Distance: The bases are set sixty (60') apart.
3. Pitcher's Circle: The pitcher's circle is an eight (8') foot radius from the middle of the mound.
4. On Deck Circle: The on deck circle is behind the fence, in the dirt of the dugout, where the game equipment is typically kept.

Equipment

1. **Helmets:** All players must wear a helmet when batting, base running, coaching a base or when on-deck. The helmet must be NOCSAE approved with facemask and chinstrap. Players provide their own helmets.
2. **Catcher's Gear:** Catchers will wear an ASA approved catcher helmet and mask, chest protector and shin guards. If the catcher's helmet/mask does not cover the throat area, then a throat guard must also be worn.
3. **Cleats:** Rubber cleats only, no spikes.
4. **Game Ball:** 10" yellow reduced impact.
5. **Jewelry:** Jewelry may not be worn. Medical alert bracelets or necklaces are not considered jewelry and may be worn. If worn, medical alert bracelets or necklaces must be taped to the body so that the alert tag is clearly visible.
6. **Uniforms:** Players must wear league issued uniforms during the games.

Game Rules

1. **Game Length (Regulation):** The game is completed after six innings. During the weekday games, no new inning may start after one hour and fifteen minutes. During weekend games, no new inning may start after one hour and thirty minutes. An inning starts immediately after the final out of the previous inning even if the new inning runs past the one hour and fifteen minutes limit. Once an inning starts, it will be completed in its entirety. If the home team is ahead and batting after no new inning may start, the umpire may call the game.
2. **Game Start:** Just before the start of the game, the umpire is responsible for informing the home scorekeeper of the exact start time of the game.
3. **Game Called:** A game may be called at any time, at the discretion of the umpire, due to darkness, rain, or any other condition threatening the players, coaches or spectators.
4. **International Tie Break Rules:** Applicable in Championship Game only.
5. **Tie Game:** Games may end in a tie.

6. Run Limit: A team shall remain at bat until they have made three (3) outs or scored three (3) runs, whichever comes first.
7. Mercy Rule: Not applicable
8. Umpires: There will be one NSGSL umpire per game. No one may argue a judgment call by the umpire. Clarification of a call may be requested. NSGSL youth umpires may be used.
9. Scoring: The home team will provide the scorekeeper and the away team will provide the backup.
10. Protests: There are no protests.
11. Defensive Players: There is no limit on the number of defensive players who can take positions on the field as long as they are members of the team. However, no more than 6 defensive players may play in the infield including the catcher. All other defensive players must be 10 feet behind the bases and base path until the pitcher releases the ball. With the exception of the catcher, no defensive player may approach any closer to home plate than the pitching rubber.
12. Defensive Infield: There is a limit of six players playing infield positions, including the pitcher and the catcher.
13. Defensive Coaches: A maximum of two coaches from the defensive team are allowed on the field positioned behind the outfielders at any one time (a coach behind the catcher to help with retrieving the ball is not counted). The purpose for coaches being on the field is to instruct players.
14. Playing Time: Every player must play a minimum of one inning in the infield and one inning in the outfield during the first three innings and a minimum of two innings in the infield during the first five innings. Coaches are responsible for equalizing playing time. Violations of this rule shall be reported to the executive board and acted on at the discretion of the executive board.
15. Catcher: A player must be the catcher.
16. Pitching: A pitcher may not pitch more than 2 innings per game. One pitch in an inning is equal to an inning pitched. If the pitcher is pulled, she can reenter the game if she has an inning left.

17. **Maximum Number of Pitches:** The pitcher will pitch to the batter and balls and strikes will be counted but there are no Walks. If the count reaches "Ball 4", the batter's coach will take a position on the pitching rubber and pitch to the batter. The existing number of strikes will be maintained. The play ends after one coach pitch (with two strikes on the batter) or two coach pitches (with less than two strikes). Batter is out unless ball put into play. However, if the batter fouls off the last pitch from the coach, additional pitches will be allowed until the batter hits a fair ball or strikes out. The pitcher shall remain in her defensive position with one foot in the pitcher's circle while the coach pitches.
18. **Charged Conference Rule (ASA 5-7):** Not applicable
19. **Circle Violation Rule (See ASA 8-7T):** The play will end when the ball crosses into the pitching circle. Crossing is defined as the ball making contact with the ground or pitcher inside the pitching circle. The runners may not advance any further once the ball is inside the pitching circle. The pitcher does not need to have control of the ball inside the circle for the play to end. Once the runner returns to a base, she will be declared out if she leaves the base unless a play is made on her or another runner, or the pitcher releases the ball on a pitch to the batter. A play for purposes of this rule is a pitcher throwing the ball outside of the circle. Each team will be given one warning per game before a base runner is called out.
20. **Bunting:** Bunting is allowed, but not when the coach is pitching.
21. **Balls and Strikes:** Balls and strikes will be called by an NSGSL youth umpire.
22. **Batting Order:** The Manager will determine a batting order for ALL members of their team (whether or not playing a defensive position) before the game begins and will place this order on the lineup card. The players will bat in this order throughout the game. If a player is late to the game (arrives after first pitch) she will be placed in the last position in the batting order and will bat when this position comes up in the order.
23. **Defensive Substitutions:** The coach is free to make as many defensive substitutions as is necessary to equalize playing time.
24. **Injury Substitutions:** A coach may substitute for a runner using the next available player in the line-up ahead of the injured player. An injured player may re-enter the game defensively unless the player has missed her next at bat. If missed, she is removed from the game.

25. Injury/Absence Rule: If a player, prior to her next at bat, is injured and cannot return to the game, or must leave at a parent's request, the manager must inform the umpire, scorekeeper and opposing manager. Such a player cannot re-enter the game. The player's at bat is skipped. If a player violates this rule, the player is called out. The game may continue if the team has at least 7 players remaining. A player absent from the field for any other reason is called out if not back by her next at bat.
26. Duration of Team-at-bat: A team is up for 3 outs or 3 runs.
27. Outs: Outs are recorded.
28. Stopped Play: See Look Back Rule.
29. Base Running: See Look Back Rule
30. Dropped 3rd Strike: If the catcher drops the third strike, the batter is out. Runners on base may advance one base at their own risk. A play on the runner will not release the runner to advance any more bases during that play. If the 3rd strike occurs during coach pitch, the runner may not advance.
31. Leading Off: Base runners may lead off base only after the pitcher releases the ball on a pitch. If a runner leaves a base before the pitcher releases the ball, she will be required to return to the base and her team will be given a warning. The next player from that team who leaves base too soon will be declared out.
32. Stealing Base: Stealing base is permitted, but not when a coach is pitching. If a runner, attempting to steal a base, leaves a base before the pitcher releases the ball, she will be declared out (each team is to be given 1 warning per game before the base runner is called out). Each base **runner** is entitled to only one stolen base per **batter**. Home base is cold. A runner can not steal home, even on a play to another base or an overthrow to the pitcher. Advancing to home is only permitted when (1) the ball has been put in play by a batted ball or (2) the umpire awards home to the base runner.
33. Sliding: Sliding is permitted. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remains on her feet and collides with a defensive player holding the ball and waiting to apply a tag. In order to prevent a "collision" ruling, the runner can slide, go

around the defender (if outside the three-foot lane, the runner would be called out), or return to the previous base touched. A runner may slide into the fielder.

34. **Infield Fly Rule:** The infield fly rule is not in effect. Meaning, with less than two outs and runners on 1st & 2nd or with bases loaded, a pop fly that could be easily caught by an infielder does not result in an automatic out on the batter if the ball is not caught.
35. **Overthrow:** A Player may advance only one base on an overthrow. An overthrow is defined as a ball that goes past the fielder on any base, but remains in play. The runner may advance one base with liability to be put out. Any additional attempts at a put out that leads to an overthrow does not release the runner to attempt additional bases. This rule is in addition to the dead ball rule.
36. **Batter Hit by Pitch:** The batter has the option to walk to first base or to continue to hit. No base is awarded for being hit by coach pitch.
37. **Batter's Safety:** If a pitcher hits three (3) batters in an inning, she must be removed from the pitcher position. She may return to pitch the following inning. If she hits two (2) more batters in that inning, then she must be removed from the pitchers position for the remainder of the game.
38. **Playoffs:** These rules may be modified for the playoffs and championship games.

Rule changes second half of the season to start on March 14th.

1. **Base on Balls/Hit by Pitch:** Is permitted by the player pitcher only. Not permitted if bases are loaded. (See Pitcher's below)
2. **Pitcher's:** Player pitchers will continue to pitch and there will not be any coach pitch until bases are loaded. When bases are loaded the player pitcher will continue to pitch, however they cannot walk the base runner in. If the pitcher walks the batter, the batter's coach will come in and complete the count per rule 17 above.
3. **Defensive Coaches:** Are not allowed on the playing field.
4. **Stealing Base:** When attempting to steal a base the base runner should slide at the base they are stealing. In addition, one stolen base per runner shall be permitted per pitched ball.