Rural Girls Softball League IMPORTANT RULES SUMMARY FOR U8 S/P BRACKET

| PITCHING DISTANCE35 ftMACHINE SPEED35 mph*BASES60 ftINNINGS (FULL GAME)615 RUN RULE4 or 3 ½# OF STRIKES3BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, milum 112 | | |
|--|-----------------------------|---|
| BASES60 ftINNINGS (FULL GAME)615 RUN RULE4 or 3 ½# OF STRIKES3BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | PITCHING DISTANCE | 35 ft |
| INNINGS (FULL GAME)615 RUN RULE4 or 3 ½# OF STRIKES3BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | MACHINE SPEED | 35 mph* |
| 15 RUN RULE4 or 3 ½# OF STRIKES3BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | BASES | 60 ft |
| # OF STRIKES3BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | INNINGS (FULL GAME) | 6 |
| BALLS5 pitchesINFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | 15 RUN RULE | 4 or 3 ¹ / ₂ |
| INFIELD FLY RULENOBALL SIZE AND TYPEgreen dot/red stitch 47 core, | # OF STRIKES | 3 |
| BALL SIZE AND TYPE green dot/red stitch 47 core, | BALLS | 5 pitches |
| | INFIELD FLY RULE | NO |
| yenow-11 | BALL SIZE AND TYPE | green dot/red stitch 47 core, yellow-11" |
| RUN LIMIT (INNINGS 1-3)5 | RUN LIMIT (INNINGS 1-3) | 5 |
| RUN LIMIT (INNING 4)10 | RUN LIMIT (INNING 4) | 10 |
| RUN LIMIT (INNINGS 5-6)Unlimited | RUN LIMIT (INNINGS 5-6) | Unlimited |
| # OF OUTFIELDERS 4 | # OF OUTFIELDERS | 4 |
| STEAL HOME? No | STEAL HOME? | No |
| STEAL BASES AND HOW MANY?Can't steal | STEAL BASES AND HOW MANY? | Can't steal |
| DROP 3 RD STRIKE No | DROP 3 RD STRIKE | No |

* 2015 – Machine speed to be set at 35 mph..

Four innings must be complete or a minimum of one hour (based on official start of game) for an official game. If not, (due to rain/darkness) the game will restart where it was halted by the umpire.

1¹/₂ hour time limit; No inning shall start after 1 hour 30 minutes. When 3rd out is made for home team next inning has began.

Outfielders must be placed no closer than 15 feet of the baselines when ball is placed in pitching machine. Organization should clearly mark 15 feet behind baselines with chalk, lime, or outfield grass line.

Pitching Circle (6' foot semi-circle) around machine, One player's foot must be in the circle but not past front of machine until the ball crosses the plate.

There will be a chalked hash mark halfway between the bases (first through home) to determine whether a runner goes to next base or returns to previous base when the umpire calls time.

The home team will supply one (1) new ball to start the game and all necessary game balls to complete the game.

Home team is official scorekeeper. It is highly recommended the visitor's scorekeeper verify the official score after each inning.

Home team is responsible for entering scores on RGSL web site, for more info on responsibility go to RGSL by-laws Article 17

It is the responsibility of the team managers and umpire to have a copy of RGSL and ASA rules at every game.

Before the start of the game, Both coaches and umpire will together set the pitching machine. Any adjustments to machine after this point will be made by umpire. On a pitch that is obviously out of strike zone, the umpire may call "NO PITCH" and adjust the machine as needed.

If in the event the coaches can not decide on proper adjustment, the umpire will determine the correct setting.

Rescheduling or Canceled or Rainout Games refer to RGSL By-Laws Article 17 A-I

Fines and Penalties see RGSL, By – Laws Article 21

Protest Procedures see RGSL, By - Laws Article 5

EQUIPMENT: see RGSL by-laws article 20 A-G

RGSL RULES

A team may put up to ten (10) players on the field. A minimum of eight (8) players must be fielded; otherwise a forfeit will be called.

Teams that only have 8 players and start the game must take an out where the 9th batter would have hit.

Free substitution – girls may enter the game at any time of defense.

The batting lineup shall include all team members present at game.

All girls will play at least two (2) innings in the field. Team coaches and umpire should be informed prior to the game if any players are being disciplined or not playing for other reasons.

Only an umpire may call time. Coaches and players may request time but, only umpire may call time.

Two defensive coaches are allowed in the out field per inning and must stay behind the baselines. The coach may move to different positions in the outfield, but may not interfere with any play.

Any and all defensive teams must have at all times a player in the catcher's position.

In case of ball hitting pitching machine – ALL runners will advance one (1) base. Runners may advance at there own risk one (1) base only on an overthrow after ball is put into play; subsequent overthrows will not result in additional bases.

PLAY DOES NOT STOP until defensive player (infielder) has ball in front of the lead runner and calls time, umpire will call time and stop play. Clarification: U8 play does not stop until the defensive player that has possession of the ball stops the advancement of the lead runner – at which time the umpire will call time-out.

A runner may not leave the base until a legal pitch is delivered to batter and the ball has reached home plate. Clarification: U8 Base runner may not leave the bases until the ball crosses home plate. An out may not be made on a runner until a live batted ball.

No bunts ALLOWED!

If the catcher is not within the catcher's box at time of pitch, she cannot make a put out by catching a pop-up in foul territory.

All bats must meet the official ASA Softball bats requirements and specification. RGSL allows tee-ball bats if no cracks, dents, or unsafe bats!

A batter throwing a bat in a dangerous manner will be called out. Batter will be ejected from game if called out twice for this.

Players, of the team at bat, will receive one (1) warning (team warning), to be given to the team coach for not wearing a helmet outside the dugout. The second offense will be an automatic (team out).

If a substitute runner is requested (due to an injury) and permitted, the runner shall be the girl who made last out.

1. In the event of a tie after allotted innings the international tiebreaker rule is mandatory. 2. If a game results in tie, due to expiration of time limit, each team will be awarded a half (1/2) win and a half (1/2) loss.