

Southwest Suburban Girls Fastpitch Softball League
2017 Rules for 8 and Under In-House
March, 2017

Official USA Softball Rules will govern play with the exception of the following rules:

1. A complete game will consist of maximum of 5 innings. No new inning may begin after one hour and forty minutes from the start of the game, with the exception of a tie game which will be played to conclusion using the USA Softball tie-breaker rule (see below for information on tie-breaker rule). There will be an absolute time limit of 2 hours when the game shall officially be over. Official score will be taken from last completed inning.
 - USA Softball Tie-Breaker states that starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).
 - If a team is in the tie-breaker and the Short Handed Rule is in effect, do not declare an out if the absent player is the one who should begin the half inning at second base. Instead, place on second base the player whose name precedes the absent player's name in the line-up.
2. A fifteen (15) minute grace period will be in effect for each team to field the required number of players before a forfeit is called.
3. Home team is official scorebook.

4. Only players on a team's official roster may participate. If a team is caught using players not on their official team roster that team will be excluded from tournament play subject to appeal to the SWS Board of Directors. No exceptions.
5. If a game is suspended before it becomes an official game, the game shall be resumed at the point it was stopped and played to its natural conclusion. No game shall be started over. A tie game is allowed only if an official game has been called due to darkness or weather; otherwise the USA Softball tie-breaker is in effect.
6. All players must play a minimum of three defensive innings in a full six-inning game, with the exception of players being benched for disciplinary reasons.
7. Ten defensive players are allowed on the field (four outfielders). The four outfielders may be in any alignment providing they are all in the grass at the start of the play.
8. The maximum number of runs a team may score in an inning is six (6).
9. A pitcher will pitch to each batter. If the count on the batter reaches 4 balls, a coach from the offensive team will use the pitching machine until there is a hit or a strike out. There are no walks. A 0 or 1 strike count on the batter will be transferred. If the batter had two strikes, the count will return to one strike against the pitching machine.
10. Continuous batting order and free defensive substitution are mandatory.
11. When exchanging line-ups prior to a game, coaches must submit a complete line-up (number, last name, first initial) of all players

expected to play in that game, including any players that are expected to arrive late.

12. If a player's turn at bat is reached and that player is not available, the coach has the option of taking an out to keep that spot open or scratching that player with no penalty, as long as there are still at least eight (8) players remaining in the batting order.
13. A team playing with eight (8) players will not incur an automatic out for the 9th player in the batting order.
14. If a player is injured during her at-bat and must leave the game, the player who made the last out will assume her count and finish the at-bat.
15. If a player has one turn at-bat and then leaves the game, there will be no penalty as long as there is a minimum of eight (8) players in the batting order. Said player may not return to the game.
16. Both the pitcher and catcher may receive a courtesy runner at any time. Last batted out is courtesy runner.
17. The batter is called out for throwing a bat after one team warning.
18. Runners starting at 1st base may advance or steal 2nd base. Runners at 2nd and 3rd base may not advance or steal. Runners are liable to be put out between bases, or if they advance beyond the one base they are entitled to. If a runner safely reaches a base beyond that which they are entitled to, when play ceases, they shall be returned to the previous base with no liability to be put out. Runners may take their lead-offs or steal a base after the pitched ball crosses the home plate area.

19. No infield fly rule or dropped third strike.
20. Only two bunts are allowed per inning.
21. Each team is allowed one outfield coach and one infield coach on the field when their team is on defense. The infield coach needs to be behind the infield defensive players.
22. No girl can pitch more than 2 innings. Pitching to one batter constitutes an inning pitched.
23. If a batter is hit by any pitched ball directly or indirectly, she will be given first base.
24. Pitching distance is 35'.
 - When using a pitching machine, the machine should be placed 40' from the back tip of the home plate.
 - The speed should be set at 34 mph by using the following setting: foot pedal on setting 4, ball block on setting 3, and release handle on setting 3.
25. A player may not be a regular rostered player on a second team (SWS or non-SWS). Players may "fill-in" on a limited basis for a Travel Division team, up to a maximum of five (5) games, as outlined in Travel Division Rule 12.
26. In order to participate in the tournament, a player must have played in more than 50% of a team's regular season games (listed in line-up and on the playing field for at least one pitched ball). Lone exception is a documented injury (physician's note required). Use of an ineligible player in the tournament may result in suspension or expulsion from the league going forward.

27. Artificial noisemakers are not permitted at any games. Coaches, players, and parents are required to use appropriate language in appropriate tones at all times. At the umpire's discretion, continued violations will result in a warning followed by an ejection (violation has 5-minutes to leave the facility subject to team forfeit).
28. Any manager or coach ejected from a game for any reason will be subject to an automatic one game suspension for their next scheduled game.
29. If excessive or extreme heat warnings are issued by any local weather service, games will be suspended until such a time when this warning has been removed. Coaches should exercise the same judgment for excessive heat as they would for other extreme weather conditions when determining whether it is safe to play. Final decision on playability" due to excessive heat shall rest with the home team (or tournament host if during SWS Tournament).