

DHYS SOFTBALL PLAYING RULES FOR 8U

REVISED AND UPDATED SEPTEMBER 2018

ASA are the official rules with the below modifications

Sportsmanship Statement: For good sportsmanship to prevail, coaches, players and fans must display respect, fairness, honesty and responsibility before, during and after games. We encourage everyone to enthusiastically support their team, recognize outstanding performance of opponents, and always exhibit good sportsmanship in their words and actions.

Playing Field

1. Bases are fifty (50) feet apart.
2. A safety base is used at first base.
3. Pitchers plate/rubber is thirty-five (35) feet from back of home plate
4. Pitcher's circle is an eight (8) foot radius from the back of the rubber.
5. INFIELD FOUL ARC: A ten (10) foot arc from the back edge of home plate that demarcates the infield from foul territory.

Game Duration

1. A complete game is six complete innings or one (1) hour and fifteen (15) minutes. If less than six (6) innings have been played, a new inning shall begin if any amount of time is left on the official game clock. There is no hard stop when the time limit has been reached (i.e. the current inning will be completed).
2. A new inning will start the moment the third out is made or the moment the max runs have been scored in the current inning.
3. An inning will be three (3) outs or four (4) runs for the first three (3) innings and then three (3) outs or eight (8) runs for any subsequent innings.
4. Teams must be ready to take the field when the umpire has the coaches meeting at the plate. Game clock begins when the umpire starts the game timer at the end of the coaches meeting.
5. Games shortened by weather conditions will be complete games after three (3) innings or two and one-half (2 1/2) innings if the home team is ahead. Incomplete games will be replayed completely at a later date.
6. Mercy Rule: If a team is ahead by 9 or more runs at the end of 5 or more innings, the game is over (4.5 innings if home team is leading)
7. The visiting team is the official scorekeeper.

Players

1. Each team will field a minimum of eight players.
2. If the defensive team has 10 players, a maximum of seven (7) players may play in the infield, including P, C, 1st, 2nd, 3rd, SS, and short field. Short field will be positioned in front of or immediately behind second base, but inside of the outfield line. All other players who are not in infield positions are to be positioned in the outfield, beyond the outfield line.

3. If the defensive team has 9 or less players, a maximum of six (6) players may play in the infield including P, C, 1st, 2nd, 3rd, SS. All other players who are not in infield positions are to be positioned in the outfield, beyond the outfield line. No short field is allowed in this situation.
4. If the defensive team has only eight (8) players, that team may play without a catcher at the coach's discretion. In such case, the defense must provide a parent/coach catcher. While on the field, the parent/coach catcher may not coach or instruct the players or participate in the game in any way other than throwing the ball back to the pitcher or pitch coach if the pitch is not put in play by the batter.
5. No more than four (4) players will be on either half of the infield as defined by a line between home and second base.
6. No player other than pitcher will be positioned closer than the halfway point between first and home plate and between third and home plate.
7. The catcher will be in foul territory behind home plate and must wear chest, shin and face protection.
8. Outfield players are to be positioned in the grass and equally spaced.
9. Pitcher: The fielder playing the pitcher position must have at least one foot inside the pitchers' circle at the start of each pitch and can only leave the circle when the batter makes contact with the ball and must wear a face protection mask.
10. Coach Pitcher. The offensive team shall provide a coach pitcher who will pitch to his own team. The pitch coach can pitch anywhere between the pitching rubber and halfway to home plate.
11. Defensive Rotation. There is free substitution of players on defense, with the following exceptions:
 - a. Each player must play in the infield at least one full inning during the first three innings;
 - b. In games lasting 5 innings or more, each player must play at least 2 full innings in the infield.
 - c. No player may play more than 2 innings at any one position. For this rule, an inning is defined as playing a given position for 1 or more pitches, regardless of whether the player remains at that position during the entire inning.

Batting

1. The batting order will consist of the entire roster of players present.
2. The batter will be declared out after three (3) swinging strikes or five (5) pitches.
3. There will be no called balls or strikes.
4. No walks will be allowed and a batter is not awarded a base when hit by a pitch
5. A foul ball by the batter on the third strike will be awarded another pitch assuming that the foul ball is not caught in the air for an out.
6. If the ball fails to travel past the infield foul line, (ten (10) foot arc in front of the home plate), it will be called a foul.
7. Batters and base runners must wear helmets with a face protector.
8. Bunts are not permitted
9. The batter "on-deck" must wear a helmet with a face protector.

Coaching

1. On offense, each team may provide a first and third base coach for each at-bat.
2. Each team may place two (2) defensive coaches in the outfield grass on each side of the field.
3. Judgment calls by the umpires are not to be questioned.
4. Rule discussions will occur after play has stopped. Discussions will be attended by the opposing managers.
5. Dugout coaches/parents – at least 1 adult must be in the dugout at all times, but no more than 2 adults other than coaches may be in the dugout at one time.
6. The coach pitcher is allowed to coach the batter before the pitch, but may not coach any runner once the ball is in play.
7. After pitch coach has made the pitch and the batter puts the ball into play, the pitch coach must attempt to leave fair territory as soon as possible.
8. The pitch coach must make all reasonable efforts to avoid contact with the ball and any defensive player and to avoid interference in any way with the defensive team.
9. If the pitch coach is hit by a batted ball, the play is dead and the batter resumes batting with the previous pitch count. All runners must return to their previous position

Base Running / Conclusion of the Play

1. No runner may leave a base until the ball is hit. If a runner leaves too soon, all runners must return to their original base, and the batter will bat again. This is a dead-ball infraction.
2. Runners can advance on a batted ball until the pitcher has control of the ball in the pitching circle. If the runner is not more than half way to the next base when it reaches the pitching circle it is at the umpire's discretion to send the runner back or not.
3. On an overthrow to first base on a play against the batter, no extra bases may be taken (batter must stop at 1st, runner on 1st must stop at 2nd, runner on 2nd must stop at 3rd). This is to encourage throws to first base by the infielders.
4. On an overthrow to 2nd, 3rd, home, or pitcher, runners may attempt to take the base they were headed to plus one extra base.
5. There will be no more than one overthrow per at bat. Runners may not advance any further as the result of a 2nd overthrow during the same play.
6. For all overthrows, runners are not permitted to advance any farther than the base described above, even if the defense makes another play on any runner after the original overthrow. All runners are at peril as long as they are off base. After the play is over, the umpire will return runners to the correct base if the runners ran farther than allowed and were not put out.

Miscellaneous

1. Pace: Dugout coaches are encouraged to ensure the batters are ready for their turn at bat.
2. Good sportsmanship should be displayed by coaches and players at all times. No one (including spectators) will be allowed to use cheers that taunt or insult the opposing team.
3. Coaches are responsible for the cleanup of the area immediately after games. Ask your parents in the stands to help with this. All trash must be picked up and placed in the appropriate receptacle.
4. Softball: an 11" softball will be used.
5. **All infielders are required to wear fielder's masks.**