

MGSA FOXTAIL RULES

8 & UNDER

Effective 3/13/2016

Mission:

- Foxtail is an instructional league to teach the players the basics of softball. All coaches, players, parents, and fans must be positive and remember why the league exists.

Rules:

- The rules of 8 & under girls softball shall conform to the Mountaineer Softball Association League Pigtail Rules except as modified on this document.

Playing Field:

- Bases – 50 feet with hash marks at 37 ½ feet between 1st base and 2nd base; 2nd base and 3rd base; and 3rd base and home plate.
- Pitching Distance: 35 feet. Player/Coach must stay inside the circle when beginning their pitch.

Offense: Batting

- Three outs per inning.
- Coach pitches to team's own batters. Batter receives five pitches (no walks)
- No strike outs unless batter fails to swing or hit 5th pitch. A 5th pitch foul ball entitles the batter another pitch.
- All players present must bat in a order determined by the head coach.

Offense: Base Running

- Only the umpire can call stoppage of play. Play will stop and the ball will be called dead when:
- An overthrow to 1st or 3rd base. Once the ball crosses into foul territory, the play is ended and runners may not advance to the next base unless they are past the hash marks.
- The ball is touched by the player/pitcher that has any part of her body inside the circle.
- Any overthrow into foul territory.
- The 5th run of the inning has crossed the plate with the exception of the 6th inning.
- Play may not be stopped by a player getting in front of the lead runner and calling "TIME" or "TIME OUT"
- When play is stopped, any runner who is not past any given hash mark must return to the last base that they achieved. If the runner is past the hash mark, the runner will be awarded the next base. This is a judgment call by the umpire(s) and the umpire has final decision.

Defense:

- Teams may play with 8-11 girls in the field. All infield positions must be used unless a team only has 8 players, and the opposing team waives the requirement of having a catcher. All outfielders must be positioned at least 3 feet behind a base or the base line. This includes the rover position. No infielders other than the player pitcher and catcher may play 3 feet or more in front of the baseline. All players must play at least three innings of defense. One or two coaches may stay on the playing field with their team. No coaches are permitted in the infield while the ball is in play.

Innings and Scoring:

- Six (6) innings
- Five (5) run limit (no continuous play) except for the 6th inning where play continues until 3 outs are made.
- Extra innings (if needed) will be played the same as the 6th inning. There is no mercy rule.
- If home team is losing by 8 or more runs after the end of 5 innings, the home team bats first in the 6th inning.

Umpiring:

- The home team (Head Coach or Manager) is responsible for providing an umpire. The MGSA encourages that two umpires are used for each game. Anyone umpiring must have a general knowledge of ASA softball rules, MGSA rules, and MGSA Foxtail Rules.
- The MGSA also encourages each team to utilize persons from their organization to do Foxtail umpiring.
- Anyone umpiring must move to an area on the field where they feel that they can make a proper call at any given area on the field of play.

Protective Equipment:

- Catchers must wear a helmet, mask, and chest protector.
- Player/pitcher must wear a helmet with a facemask and chin strap, and chest protection.
- All players on defense must wear a Fielder's Mask, except catcher and player/pitcher (see above)
- Batter must wear a helmet with a facemask and a chin strap.
- If a batters/runners helmet comes off for any reason, she will be declared out and the ball will be dead.

Misc. Rules:

- All bats must be official ASA approved softball bats.
- The coach/pitcher must pitch underhanded with any speed and/or arc permitted.
- Stealing is not permitted.
- A base runner cannot leave a base until the batter makes contact with the pitched ball. Each team will receive one warning per game for leaving the base early. Each subsequent infraction by any player will be declared an "out".
- A batter who throws a bat will be given one warning for the entire team. Each subsequent thrown bat by the team will be declared an "out" immediately and the ball to be dead.
- There is no infield fly rule.
- There is no bunting.
- Courtesy runners may be used for catchers and/or player/pitchers with two outs. Courtesy runners may be used for a player injured during a play. Courtesy runners must be the last out.
- Players are not permitted to play with a hard cast or splint.
- Players are not permitted to wear any jewelry.
- Foxtail teams can borrow players who are a league age of six (6) years old or younger from any MGSA Foxtail team.