

8U RULES

CHIPPEWA VALLEY GIRLS FASTPITCH LEAGUE

Updated: January 2018

Team & League Organization

1. All players and coaches must maintain ASA insurance or equivalent.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet with face shield and chin strap.
6. No jewelry shall be worn. Earrings, necklaces, bracelets (soft or rigid) are prohibited. For those who have newly pierced ears, studs must be taped.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

All Star Game & Playoffs

1. 8U will not have All Star games or playoffs

The Game

General

1. All play will follow ASA rules if not otherwise stated.
2. The home team will supply at least one playable ball for each game and will use an ASA approved regulation 11-inch "soft-touch" ball.
3. Players should rotate defensive positions each inning. Make sure everyone plays infield and outfield.

Players

1. A team must have 6 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 6 minimum on the field on defense. We encourage smaller teams at this level to maximize at-bats and ball touches.
3. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

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Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.
3. Make a foul arc in front of home plate before the game. Any ball that does not travel past the arc is foul.
4. Batter gets five (5) swings to put the ball in play. Seven (7) to eight (8) pitches max per hitter.
 - a. Player is out after this unless it is agreed upon by the coaches to use a tee.
5. Coaches may use discretion on pitching distance and speed of pitch to maximize hitter's success.
6. Three (3) outs, five (5) runs or through your batting order ends your inning, whichever happens first.
7. No bunting

Base Running

1. Runners can advance 1 base on an overthrow.
2. Stealing bases is not allowed.
3. Runners leave base when ball is hit.
4. Runners must stop when the ball enters the infield. If the runner is not at least ½ way to the next base when the ball breaks the plain of the infield, they must return to their previous base.

Time Length

1. All games will play 4 innings or 1 hour time limit, whichever comes first.

Additional Rules

1. Dropped Third Strike is not allowed.
2. Infield Fly rule is not enforced.
3. Look Back rule is not enforced.

RULE REVIEW

Rules will be reviewed on an annual basis by a committee of experienced coaches. All recommendations for change and/or clarification can be emailed to seymourballclub@yahoo.com

RULES RELATED COMPLAINTS

If you have a complaint concerning a team not following the rules, please email your concerns to seymourballclub@yahoo.com. The complaint will be investigated and you will receive a response as to the corrective action taken.