

Capistrano Girls Softball

8 & Under Division Rules - 2010 Season

Goals:

This division's goal is to teach the fundamentals of girl's fastpitch softball. These fundamentals are taught during practice and executed in games. The games should provide an element of healthy competition. Sportsmanship, safety and fun should be stressed and promoted by all managers, coaches and parents at all times throughout the season.

The manager, asst. coach or team mom must not leave the practice or game until all players have been picked up by their parent(s) or designated other as specified by the player's parents.

All games of the Capo Girls Softball League shall comply with the rules set forth herein as well as the current edition of the ASA guide and playing rules.

Game Duration:

- A. Game length will be 5 innings or no longer than 1 hour and 30 minutes. A new inning will begin provided time has not run past 1 hour and 30 minutes as declared by the umpire. Any inning that is started before the time limit has been reached will be completed unless the home team is ahead, in which case the last half of the inning will not be played. No new inning will begin after 1 hour and 30 minutes regardless of score.
- B. If the game is tied after 5 innings or tied at the end of the last inning completed after 1 hour and 30 minutes, which ever comes first, the game shall end in a tie.
- C. Clock begins once umpire declares start of game.

Run Rules:

- A. There will be a maximum run rule of 4 runs per inning per team through the first 3 innings. Once one team has scored 4 runs, the inning is ruled over and the next team takes its turn at bat.
- B. A maximum of 6 runs per team will be allowed in the 4th and 5th innings.
- C. Bunting will be allowed, however, the pitch must be delivered by a player pitcher. No bunting off a coach pitcher is allowed.

Minimum Player Rule:

- A. Play can begin with six (6) players however, when and if another player arrives, that player must be inserted into the line-up in the next (last) position in the batting order. Games will be ruled a forfeit if the number of players falls below six (6) on a team.
- B. Ten (10) defensive players will be allowed to take the field with six (6) standard infield positions including catcher and (4) outfield positions. The outfielders must be positioned in the outfield grass and not on the dirt infield.
- C. All players in attendance will bat in the batting order whether they are playing in a defensive position or not.

Dug Out

- A. Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players **must** remain in the dugout unless on the field, and **must** refrain from sitting in the stands during the game. Only water may be provided to girls once a game begins, food should be held to after the game.

Uniforms:

- A. All players are expected to present a neat appearance in uniform during the game. This includes, but is not limited to: shirts being tucked in, and caps/visors being worn with the bill facing to the front, as designed.

Coaching:

- A. Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop,
- B. For the first half of the season, one coach may stand in the outfield to instruct their players on positioning and after a play has completed providing instructions to player on how the play should have been made. A coach shall not impede the speed of the game, and umpires are instructed to remove the coach from the playing field if in the umpire's opinion the coach is impacting the flow of the game. When play is live, a coach in the field cannot influence the live play at all; this includes yelling instructions to or touching players.

Base Paths & Running:

- A. The base path distance will be 60 feet.
- B. In accordance with ASA rules, an OFFENSIVE player has the duty to avoid a collision with a defensive player attempting to field a ball or make a play on the runner. If a collision occurs, the offensive player shall be automatically ruled out.
- C. In order to avoid any collision with a defensive player, runners may slow down, change directions, and stop entirely or even run around a defensive player within 3 feet of the base path.
- D. All throws back to the pitcher from the catcher are dead. A runner can leave the base when the ball leaves the pitchers hand.
- E. Base Runners may steal on pitched balls, passed balls or wild pitches. On a defensive attempt at either second base or third base, the runner may not advance beyond the original base attempted (No advancement on an overthrow). Home plate will be "closed" (no stealing, or awarding of this base on an overthrow). If the catcher attempts to "pick off" a runner leading off of first base, the runner may attempt to take second base if there is an overthrow. Runners may not attempt to take home on a "pick off play" at third base.
- F. Runners may advance on batted balls and may take one base only on an overthrow to any base.
- G. Runners must stop advancing on batted balls when the ball is controlled by the pitcher in the pitching circle, or thrown over the line around the pitching circle by a fielder in an attempt to

return the ball to the pitcher. Runners must be over halfway to the next base in order to be awarded that base. If not over halfway, they must return to the previous base.

Equipment:

- A. All equipment used shall be ASA approved.
- B. ASA approved regulation 10" softball RIF 1 will be the official game ball.
- C. All players must have the proper equipment to take the field including cleats and glove.
- D. Catchers must wear protective equipment including helmet, mask, chest protector and shin guards.
- E. All batters, on-deck batters and runners will wear a batting helmet with a protective faceguard.
- F. All bats used must be approved softball bats.

Field Prep:

- A. Home team is responsible for field prep; which includes dragging the field in which you are playing, watering, and lining for play. The use of CGS equipment will be provided; however, the users are responsible for the care of the equipment as well as the grounds.
- B. Home team occupies 3rd base dug out.

Substitution:

- A. No girl will sit out for a second inning until all other girls have been substituted for an entire defensive half. This applies per game only.
- B. An injured player can be replaced with anyone from the bench at anytime, no matter where you are in the substitution order.
- C. All players must rotate between infield and outfield. Each player must play one full inning in an outfield position, and one full inning in an infield position in each game.
- D. A catcher can catch no more than 2 innings per game. At the end of 3 continuous innings, a new catcher is entered into that position.
- E. All substitutions must be made to the umpire who in turn will notify opposing team's scorekeeper.
- F. Early Departures: the opposing coach shall be notified prior to the beginning of the game if it is necessary for a player to leave the game before the end of regulation play. Said players spot in the batting order shall be skipped from that point on and no penalty or "out" shall be assessed.

Scorekeeper:

- A. Each home team must supply an official scorekeeper to record the game in the team scorebook. Score by inning and pitching records will be kept. No official standings will be kept in this division unless a majority of the coaches want to keep sta

Pitching:

- A. Pitching is in its fundamental training stage in this division and shall be governed by modified pitching rules. A player will pitch and an umpire will judge balls and strikes.
- B. Pitching distance will be 30 feet.
- C. During regular season games a pitcher will pitch to a count of 4 balls or 3 strikes to each batter. If the batter puts the ball into fair play then the play continues. If the batter does not put the ball into fair play after a count of 4 balls, then a designated coach will pitch to the batter continuing the strike count until the batter either puts the ball in fair play or reaches a count of three strikes. If a coach pitch is a ball rather than a strike, the coach can re-pitch within the following parameters: The maximum number of pitches off a coach is 3 if the count starts at 2 strikes or 5 if the count starts at 1 or 0 strikes. A batter can't strike out on a foul ball that is not caught. Coaches are encouraged to pitch to the batter at normal speed for that age group "slow pitching is not allowed". If a coach is hit by a ball while pitching, the ball is considered a live ball with play continuing.
- D. The coach pitcher must pitch from the pitchers' plate (pitching rubber). No Exceptions! The player pitcher shall remain in the pitching circle (both feet inside the circle) while the adult pitcher is pitching and must play no closer to the batter than the pitchers plate until the pitch is released. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players. If a batted ball hits the coach, the ball is live and the batters and runners can attempt to advance. If the coach pitcher interferes with the play as judged by the umpire or does not make an attempt to move out of the way, thus interfering with the play, the umpire will call the batter out for interference.
- E. Each pitcher may pitch a maximum of 2 innings per game. One pitch to a batter in an inning constitutes an inning.
- F. Hit by pitch: ASA softball rules will apply.
- G. Balks: Balks will be called as a warning in order to correct improper pitching techniques. However, no bases or balls will be awarded on a called balk.

Strike Zone:

- A. In order to encourage batter aggressiveness at the plate, improve infield skills and increase the fun for both parents and players we are asking the umpires to modify the ASA strike zone and call a "Big Strike Zone". A big strike zone is defined here as a zone where in the umpires opinion the batter could have made solid contact with the pitched ball. This means that the strike could and should be called from the batters eyes to the batters knees.