

# **Girl's Local League Softball Rules 2012**

## **8 & Under Rules & Regulations updated 3/23/12**

### **General League and Recreation Parks Information**

1. The 8 & Under Youth Softball League will operate under the Dizzy Dean Official Rules of Softball rulebook unless otherwise specified within the Local League playing rules to follow: ALL RULES OF THE 8 & UNDER YOUTH SOFTBALL LEAGUE WILL BE REVIEWED AND/OR REVISED ON AN ANNUAL BASIS.
2. League Classifications
  - A. 6 – Under “Rookie” Division (Players cannot turn 7 before January 1st)
  - B. 8 – Under “Pee-Wee” Division (Players cannot turn 9 before January 1st)
3. Game Times will be at 6:15pm and 7:15pm through the week. There will be a 10 minute Grace Period on the FIRST game ONLY and the Clock will start promptly at 6:15pm.
4. **ALL Associations are a ‘Tobacco Free Facility’ . Please be sure your coaches/team members/parents abide by the guidelines of the recreation departments while playing at their parks. Be courteous to the next team and pick up your dugout before you leave.**
5. Each Home Team is required to have their fields ready for all scheduled league games. Each field should be properly dragged, lined off, and in overall good playing condition.
6. Each Home Team is required to furnish a qualified Adult Scorekeeper. This scorekeeper should communicate closely with the home plate umpire at all times. Home teams are also responsible for paying the umpire(s).
7. Each Team will furnish a playable game ball and they're own tee to each scheduled league game.
8. **NO-SHOW RULE:** In the event that a visiting team from a different association does not show up for a scheduled league game, each Organization is responsible to contact the other organization to recover expenses paid to officials. **All games will be played as scheduled; however, if an emergency situation comes up, you must notify the Recreation Department you are playing 48 hours in advance.**
9. **NO JEWELRY:** (Covered or Exposed) will be allowed in the North Georgia Youth 8 & Under League. If jewelry of any kind is discovered, the umpire will warn the player by asking for it to be removed. If the player refuses to remove the jewelry, an out will be recorded for her time at bat, and the player will be ejected from the game.
10. **MOVE RULE:** Any player or coach who moves their legal residence, from one season to the next, will be eligible to play with whatever community organization they choose.

## **Roster and Eligibility Guidelines**

1. Team Names and Field availability must be turned in to the LaFayette Recreation Department no later than **Friday, March 9th**. Team Rosters are maintained by each association.
2. Player's Birth Certificates are required in order to participate in this league. Birth Certificates for every team should be kept on file by each team's head coach. Coaches are responsible for producing birth certificates when a player's age is in question.
3. All Associations entering teams in the 8 & Under YOUTH SOFTBALL LEAGUE will take all sign-ups and draft them equally and fairly in order to form balanced and competitive teams. **THESE DRAFTING PROCEDURES ARE MANDATORY**  
**\*\* THESE DRAFTING PROCEDURES APPLY TO ALL TEAMS IN ALL ASSOCIATIONS.**
4. A player cannot play on two (2) or more teams in any league (slow or fast pitch) after the league season has started or before the league season has ended. Once the regular "Local League" Season has ended, players are allowed to participate in other leagues as deemed eligible by A.S.A.

## **Certified Equipment**

1. **BALLS:** This league will use the Optic Yellow Eleven (11) inch .47 Core Softball with a 375 Maximum Compression. Each team will furnish a playable game ball for all scheduled league games.
2. **HELMETS and FACE GUARDS:** All offensive players, on deck batters, and defensive players\* in the pitching circle must wear a helmet secured with a chinstrap and face guard. (**\*Optional for mask to be worn @ 35'line. Umpires judgment.**)
3. **UNIFORMS:** Teams must wear matching shirts/jerseys with a number on the back. Matching shirts/jerseys are mandatory under Dizzy Dean guidelines and they are required for the North Georgia \* & Under Youth Softball League.

## **Local League Rules & Rules pertaining to the Game**

1. **LEAGUE PLAY BEGINS:** MONDAY, APRIL 30th
2. **LENGTH of GAMES:** All games shall play 6 innings or a time limit of 1 hour (whichever comes 1st). Also, an inning shall consist of 3 outs or 5 runs scored.
3. **TIME LIMIT:** The Time Limit means a new inning cannot start after the time limit has expired. If the Home Team is ahead and the time limit has expired during their time at bat, the game will be declared over. If the Visiting Team is ahead in the top half of an inning and the time limit expires, the game will continue until three (3) outs have been recorded. If the Visiting Team ties or goes ahead in score in an inning in which the time limit has expired, the Home Team will get their chance to bat in the bottom of the inning.
4. **PLAYING TIME:** Each team will list and bat all players present. Also, all players will play in the field on defense. The minimum amount of playing time for each player is one (1) time at bat and three (3) outs on defense. More playing time should be given whenever possible.
5. **UMPIRES:** One (1) certified Umpire will be assigned to officiate all scheduled league games. The Home Team is responsible for paying the umpire(s). The umpire's judgment is final in all league games.

## **Local League Rules & Rules pertaining to the Game – Cont'd**

6. **LINEUPS:** Coaches will exchange lineups before the start of each league game. Lineups should include the player's name and number.

### **7. AGE SPECIFIC PLAYING RULES**

#### **6 – Under Division**

**OFFENSE:** All 6-Under Players will receive 5 pitches. If the player fails to hit the ball after 5 pitches or she hits the tee on the last pitch, an out will be recorded. **EXCEPTION:** There are NO Foul Outs in the 6-Under Division.

**TEE HITTERS:** Each team will be allowed three (3) designated tee hitters. Tee Hitters must be announced prior to the start of the game and recorded on the lineup. Tee Hitters will have the option of using the Tee on the final two (2) pitches of the at bat (pitch 4 and 5). The coach must communicate to the umpire before the player's at bat the desire to use the tee. If the coach / player elects not to use the tee, the coach must pitch the final two pitches to the batter. If the player fails to hit the ball after the 5<sup>th</sup> pitch, she will be out.

**INFIELD FLY RULE:** The Infield Fly Rule is NOT in Effect

**DEFENSE:** Players cannot run out of position in order to “run down” and tag an offensive player on the opposing team. (Example: 1st Baseman running down a base runner going from 2nd to 3rd base) Overhand throws must be attempted at all times. Underhand bowling attempts and balls thrown directly into the ground in order to get the runner(s) out will not be acceptable. The umpire will have final judgment on these calls.

Teams will use a Defensive Coach in the Catcher's position in order to return pitches and speed up the flow of the game. A defensive player may cover home plate on any plays at home. Coaches are allowed to yell instructions to their players only. Coaches are not allowed to communicate to opposing players. Two (2) coaches are allowed on the playing field to instruct players.

#### **8 – Under Division**

**OFFENSE:** All 8-Under Players will receive 5 pitches or 3 Strikes. If the player fails to hit the ball after 5 pitches, an out will be recorded. **EXCEPTION:** There are NO Foul Outs in the 8-Under Division.

**TEE HITTERS:** ARE NOT ALLOWED IN THE 8-UNDER DIVISION

**INFIELD FLY RULE:** The Infield Fly Rule is NOT in Effect

**DEFENSE:** Players cannot run out of position in order to “run down” and tag an offensive player on the opposing team. (Example: 1st Baseman running down a base runner going from 2nd to 3rd base) Overhand throws must be attempted at all times. Underhand bowling attempts and balls thrown directly into the ground in order to get the runner(s) out will not be acceptable. The umpire will have final judgment on these calls.

Coaches are allowed to yell instructions to their players only. Coaches are not allowed to communicate to opposing players. Two (2) coaches are allowed on the playing field to instruct players.

## **Local League Rules & Rules pertaining to the Game – Cont'd**

**8. PLAYER, COACH, and FAN CONDUCT:** Any player, coach, or fan ejected from a game for unsportsmanlike conduct or any other reason considered detrimental to the league shall be suspended and not eligible to participate in the next game that is “physically” played out. Anyone who is ejected twice in one season may be subject to suspension for the remainder of the year.

### **9. SHORT HANDED RULES**

A team can start a game with only 7 players on hand. If an additional roster player for that team arrives, that player must be inserted into the batting line-up at the last batting position and bat in that position during the game. The Team Coach must notify the Official Scorekeeper as soon as this addition is made. If and when the additional roster player arrives, that player may immediately be placed on defense if that team is in the field.

**IF A PLAYER HAS TO LEAVE THE GAME DUE TO AN EMERGENCY SITUATION, SICKNESS OR INJURY, THERE WILL BE NO PENALTY. IF A PLAYER LEAVES THE GAME FOR ANY OTHER REASON, THE PENALTY WILL BE AN OUT.**

**A team has started the game (short-handed). The minimum number of players while in the field or on defense after the game has started is 7 players. Any team that gets down to less than 7 players in the field or on defense will forfeit.**

**A local league rule will allow a team to play with 7 players with an options to pick up one (1), however, pick up player will play in the outfield and bat last. If a team only has 5 players the maximum pick up players will be two (2) to make a total of 7 players.**

### **10. FIELD SPECIFICATIONS**

**A. BASE LENGTH:** Bases shall be 60 feet apart.

**B. PITCHING CIRCLE:** The Pitching Circle shall be 10 feet in diameter and the center shall be 46 feet from the back of home plate. The coach is allowed to pitch from inside the circle or in front of the circle. The player who assumes the position as pitcher must keep one (1) foot inside the circle at all times and cannot move out until the ball is batted. The coach pitching the ball can never cross the 20' arc.

#### **C. ADDITIONAL FIELD MARKINGS:**

**20' FOOT ARC:** This line is drawn 20' in front of home plate from foul line to foul line, and the ball must travel past the line in order to be considered a fair ball.

**30' FOOT SAFETY LINE:** This line is marked on each foul line in a horizontal fashion 30' from home plate. Infielders must stay behind this line until the ball is batted.

**20' FOOT OUTFIELD LINE:** This line is drawn 20' behind 1st and 3rd base horizontally across each foul line. Outfielders must stay behind this line until the ball is batted.

**(PLEASE SEE ATTACHED: 8-UNDER FIELD DIAGRAM)**

## FORMATION OF TEAMS AND PLACEMENT OF PLAYERS

- ✓ Existing players from previous season automatically go to the team they played on the previous season. These "**CORE**" team rosters will be verified by each association. Any and all players added to any team will be a blind draw or a player evaluation draw.
- ✓ If registration warrants formation of a new team, this new team starts with the children of the head coach (daughter, granddaughters, etc.), and the children of one (1) designated assistant coach. Head Coach will then add any and all new players by drafting on a player by player (if using blind draw) or a point by point (if using player evaluation draw) until he/she reaches or surpasses lowest player or point total for existing teams.
- ✓ The above formation of teams draft system must be monitored by NGGSBA and will be classified as recreational "B" teams.
- ✓ Any adjustment to "B" teams roster for such reasons as late sign ups, disbanded teams, transportation, or if any player, coach, or parent is not compatible will be accomplished by the association or recreation department.
- ✓ Also, it shall be noted that these recreational "B" teams shall not at any time combine to form as one team.
- ✓ Any team not meeting the requirement to be classified as a recreational "B" team will be disbanded or classified as a select "A" team.
- ✓ When requested by head coaches from two separate teams in the same age group, the NGGSBA committee will review the status of a team and rule on "A" Vs "B" rating. If this involves a team from the organization of one of the NGGSBA committee members he/she will not be allowed to vote. This decision may be appealed to the NGGSBA. Their decision is final.
- ✓ Each area organization will decide coaching for his/her area.
- ✓ If a "Core" team (5 or more players) moves from one association or recreation department to another (where no legal move of residence occurs), the coaching staff from the previous year will not be allowed to coach at the new association or recreation department for one year.