

Mason Girls Fastpitch Softball League

08U Guidelines

General Information and Responsibilities:

1. Check web site www.masonfpsoftball.org for information, schedules, scores and standings.
2. Rule 1-6-6: Beginning January 1, 2006 batting helmets shall have a NOCSAE-approved face protector. The league strongly recommends this, but will not require it.

Eligibility:

1. All players must be 8 or under as of September 1st of the prior year.
2. Signed roster by coach and community coordinator must be turned in to MGFSL Softball Coordinator by May 31st. No roster, no season, no tournament.

Home community:

1. Shall provide a field in good condition for play throughout the season.
 - A. Bases shall be at 60 feet.
 - B. Pitching plate shall be at 35 feet with a 16-foot circle.
2. Shall provide 1 umpire and be responsible for their payment.
3. Shall provide a game ball. Game ball is an optic yellow .47 COR, 375 compression 11" softball.
4. Shall provide the umpire with a copy of this document.
5. Shall determine by 4:00 pm on the day of the scheduled game, if field conditions warrant postponement. After 4:00 pm the umpires at the field shall make the decision. If the game is postponed prior to 4:00 pm the home community coach must contact the visiting team coach. Both teams and the home community organization will agree upon a make up date.

Team:

Both teams shall send e-mail to mbscsoftball@yahoo.com to report the final scores within 24 hours. Give your name, division, date game was played, team names and score. If the game is a make-up game give date it was originally scheduled.

Rules:

The latest edition of National Federation of State High School Associations Softball rules book. MHSAA designates the run ahead rule to be 15 runs ahead after 3 innings or 10 runs ahead after 5 innings.

Exceptions:

1. Time limit is 1 hour and 30 minutes or 7 innings. An inning may not start after 1 hour and 30 minutes of play.
2. A team may score a maximum of 6 runs per half inning for the first 3 innings. All subsequent innings are unlimited.
3. Every player must play at least 2 defensive innings per game.
4. A team must have a minimum of 8 players to start and end the game. An out does not need to be taken for the absent player.
5. A team must bat all of their players that are present in each game. Late players must be added to the end of the batting order.
6. Ten players play on defense (4 outfielders). Outfielders must be at least 15 feet beyond the base paths.
7. No infield fly, bunting, leading off or stealing. Runners may only advance on a ball put into play by the batter.

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8. An over throw at first base on a batted ball will be designated as a dead ball, runner may not advance to second base.

Pitching

1. The coach shall pitch to their own players from the pitching plate at 35 feet. The pitch should be a **no arc pitch**. All coaches shall wear athletic shoes (no flip-flops, bare feet or sandals).
2. The batter will have a maximum of 7 pitches.
 - If the batter hasn't hit a fair ball after 7 pitches they are out.
 - If the batter swings and misses 3 times they are out.
 - Fouls balls count as strikes. With two strikes and they swing and miss they are out.
3. The defensive pitcher shall remain within the pitching circle until the ball is put into play.

Base running

1. When the ball is hit to the outfield, the runner may advance until the ball is in the possession of an infielder within the boundaries of the infield and, in the umpires' judgment, all play on the runner(s) has ceased, the umpire shall call time. The ball is dead and shall be returned to the pitching coach. The infield is defined as the area enclosed within the base paths.

Reminders

1. A batter who deliberately throws her bat will be called out. If a bat is thrown unintentionally, the batter will be warned on the first infraction and called out on the second infraction. After the second infraction the player will play defense only. An out need not be taken when the player is scheduled to bat.
2. If an injured player misses their spot in the batting order, they are out of the game. The player's spot in the batting order will be skipped and will not result in an automatic out.
3. When lightning or thunder is present play must be suspended for 30 minutes. Thirty minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes. Jewelry determined dangerous by the umpire must be removed.
5. The runner must attempt to avoid a collision with the defensive player.
6. Tie-breaker procedure will be last scheduled batter in the inning becomes a base runner at second base after the 7th inning and if time has not expired. Game may end in a tie.
7. Umpire and coaches of both teams must have a pre-game conference.