

West Georgia Baseball & Softball League
8 & UNDER GIRLS SOFTBALL RULES

This is a competitive league. Basics of team sportsmanship, fundamentals and game strategy will be the emphasis for the players to be taught by coaches. The league will be a positive atmosphere for teaching the game of baseball or softball to the participants of the league. This should be an enlightening experience for players, coaches and followers of the game.

TEAM SELECTION:

- All teams must be drafted/divided as evenly as possible, based on skill level, to prevent team stacking from taking place.
 - Any team caught stacking teams would be immediately removed from the remaining schedule and the Competition Committee would determine any further penalty for the team/department.
- A team may only lock in two coaches prior to the draft. This would consist of the head coach and one assistant coach. All other coaches must be selected/picked during or after the draft.
- All rosters must be turned in no later than Sept 11th.
 - Any team not turning in a roster by the deadline will not be allowed to play in the league until the roster has been turned in.

PLAYING FIELD:

- Base distance is 60 feet.
- Pitching circle will be ten (10) feet in diameter and distance will be 46 feet from the back point of home plate to the front edge of the pitching plate.
- There will be twenty (20) foot chalked arc from the first (1st) base line to the third (3rd) base line in front of home plate. The ball must be on or past this line to be fair, if not, a foul ball.
- Halfway/safety hash-mark (30) feet will be drawn on first baseline and third baseline in front of home plate. Infielders must stay behind this 30' hash mark until ball is hit.
Penalty: Offensive manager gets choice of result of play or re-pitch.

GAME REGULATIONS:

- Roster limit will be no more than 18 players.
- There will be **FREE DEFENSIVE SUBSTITUTION** in 8 & Under Girls Softball.
- Injured players - will not be allowed to play with any type of plaster or metal cast on any part of his or her body.
- Injured player-if an umpire removes an injured player, she may not re-enter. If the coach removes an injured player, they may re-enter per the substitution rule. If a player can not return to the line up before her spot in the batting order is up then that players spot will be an out, no matter if that team has more than 9 players. The batting order must remain the same from start to finish of the game
- Any player ejected for unsportsmanlike conduct will sit out the remainder of that game plus her team's next scheduled game. The player may attend the game he is to sit out and sit on the team bench. **Exception** – any player ejected due to equipment violation or substitution violation will not be required to sit out the next game.
- Score will be kept in this league.

STARTING, ENDING, GRACE PERIOD OF ALL GAMES

- A regulation game shall be 5 innings or 1 hour and 15 minutes, whichever comes first. **Once the time limit has expired, the current batter will complete their at bat and the game will end after that at bat.** Tied games will remain tied.
- Game clock will start on 1st pitch.
- There will be a 10-minute grace period for the first game of the day. Game time will be forfeit time thereafter.
- Teams must have 9 players to begin a game. If the team begins with 9 players, an out will be charged in the 10th batting spot. If a team has 9 players and an injury occurs and the player misses her at bat, the player is out but may re-enter per the substitution rule.
- Teams must have at least 9 players to finish a game.
- 3 ½ complete innings constitutes a completed game if called due to bad weather (rain, lightning, etc.). Make-up games will be rescheduled if the schedule allows.

EQUIPMENT:

- Helmets – all batters, base runners and on-deck batters must wear helmets with double earflaps.
 - Chinstraps – are not required.
 - Facemasks – are not required.
- Bats – bats must be an unaltered approved softball bat, with “BPF 1.20” clearly stamped on them, made of either wood or an approved alloy. **Tee Ball bats are illegal**
- Balls – 11” fast pitch softballs.
- Uniform – matching jerseys similar in color and style with number on back.
- Catchers will wear full catchers gear: helmet with face guard, chest protector, and shin guards.
- Rubber-molded cleats only in this league.
- **Pitcher must wear a face mask.**

OFFENSE REGULATIONS

BATTER / BATTING ORDER:

- All players present at the start of the game must be placed on the line up sheet, in batting order. The intention is for every player in the batting line up to bat regardless of whether they are playing defense or not. Every player will not necessarily bat every inning, but will be in the lineup to bat when their turn at bat approaches.
- **Any player arriving late may be added to the bottom of the line up if and only if the lead –off batter has not come to bat for the second time. If a player arrives after the leadoff batter has batted twice, then he or she will not be allowed to participate in that game.**
- Offensive batter will receive five (5) pitches. She will be called out after three (3) swinging strikes. If fifth (5th) pitch is fouled, he or she may continue to bat. If fifth (5th) pitch is fouled and caught it is an out. If the fifth (5th) pitch or 3rd strike is a bunted foul the batter is out.
- Line-up should be turned into the scorekeeper no less than 10 minutes prior to game time with all players’ full name and jersey number listed.
- **If the batter slings her bat, the offense will be a team warning. The next time the bat is slung; the batter that slings her bat will be called out. Coaches need to teach proper swing technique for safety.**
- Infield fly rule does not apply to this league.
- Third strike foul-tip rule IS in effect. (If the batter fouls the third strike and the catcher catches it then that batter is out).

- Bunting is allowed. If a batter squares to bunt and then swings, he or she will be called out (umpire's decision).

BASE RUNNER:

- Stealing is not allowed.
- There is no appeal in this league. The umpire will call out any runner, who misses a base or leaves a base early.
- No courtesy runner.
- Base runners CANNOT intentionally run over or collide with a defensive player
Penalty: runner will be out.
- Headfirst sliding is only allowed if the runner does not have a facemask attached to their helmet. Diving back to a base to avoid a tag or throw is allowed. If a batter or runner has a facemask on their helmet and slides head first to a bag the runner will be called out.
- The batter is not allowed to run if the catcher misses or drops strike three.
- **Base-runner can only advance one (1) base on an errant throw on the initial play. The runner is not awarded the next base and can be tagged out if they try to advance. This is to encourage the defense to try to throw runners out, while preventing coaches from just letting runners run until they get out. (Basically no runner can advance more than two bases if an errant throw occurs on the initial play)**
 - **EX: Runner on 1st. Batter hits a ball to SS and he attempts to make a play at 2nd base. The throw goes wide and into right field. The runner on 1st could advance no further than 3rd base and the batter no further than 2nd base.**

RUN LIMIT:

- Maximum of 5 runs per inning. **Games will be over when a team is mathematically eliminated.** An inning will end after: 3 outs have been made OR the 5 run rule limit is met.
- Games ending in a tie will remain a tie, no extra innings.

DEFENSE REGULATIONS:

- No rolling the ball intentionally will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if the defensive team rolls the ball. (Umpire's decision)
- Only ten (10) players on the field (four (4) outfielders).
- The defensive player listed as pitcher will stay in the ten (10) foot circle until ball is hit. The player may have one foot outside of the circle. PENALTY: Offense gets choice of play or re-bats.
- Play shall be stopped by defensive team heading off or stopping the front-runner. Any other runner may continue at his or her own risk. Any play made on a runner other than the front-runner will release the front-runner. Other runners may continue.
- If a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense. EXCEPTION: Pitcher and catcher.
- The defensive catcher must be down in a catcher stands no more than 10 feet behind home plate to make a play on a batted ball. PENALTY: Offensive team gets choice of play or re-bat
- Only one (1) defensive coach is allowed on the field. The coach will be positioned behind the catcher to assist with passed balls.

CHARGED CONFERENCE:

- Each team when on defense will be granted not more than two (2) charged conferences during a game without penalty. Any coach or player may make a request for this conference. Time allowed for injury shall not constitute a charged conference nor shall a conference be charged whenever there is a pitching change. Each team, when on offense may be granted no more than one charged conference per inning, including extra innings. The umpire shall deny any subsequent requests.

PITCHING RULES:

- An offensive coach will pitch to his own batters. The coach may only coach the batter until he or she reaches first (1st) base or after one warning of a violation or the remainder of that game.
- The Pitcher may pitch anywhere from behind the 20 foot arc to the front of the pitching circle. The coach must keep one foot on or astraddle the pitching line. The coach must pitch under handed and may kneel down if needed but must remain on the pitching line.
- Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him, the batter will out and a dead ball called. No runner may advance.
- The offensive coach (pitcher) must leave the field and pick up the batter's bat. The offensive coach (pitcher) that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runners advance.

COACHES:

- No coach or player will be permitted to use any type of tobacco products within the dugout or playing area.
- Profanity is strictly prohibited.
- Any coach under the influence of drugs or alcohol, at practices or games, will be dismissed immediately.
- There is a limit of 4 coaches/adults allowed in the dugout during games.
- If a coach and/or spectator are ejected from a game, they must leave the playing and/or practice facilities immediately and will be banned from all facilities for the next two (2) scheduled games and any practices during this time. Any coach and/or spectator causing problems during their ejection period and/or two (2) ejections during the season, will carry a penalty deemed necessary by Northwest Georgia Baseball & Softball League, which could include but not limited to the following:
- Coaches or spectator 1 – year ban from all Northwest Georgia Baseball & Softball facilities, sponsored events and leagues.
- Coach's indefinite suspension from any coaching duties.

PLAYERS:

- Any player that gets ejected from a game must sit out the remainder of the current game plus the next scheduled game.

The West Georgia Baseball & Softball League will revert back the Dizzy Dean Rule Book for rules not covered in our league rules

COVID GUIDELINES

- Social distance as best as possible in dugouts, stands, etc.
- Players/Coaches required to bring own water bottles
- Players/Coaches can wear a mask (if preferred)
- No postgame handshakes / high fives (tip the cap, be creative, etc.)
- Each team keep game ball between innings
- Players on team not feeling well? Tell them to stay home!
- Communicate with other parks if you have COVID related team issues