

Wilson County Youth Athletic Association
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2010 Spring-Summer 8U Softball Rules

The 8U Softball Age Division will use the spring loaded machine this season. The settings for the machine are as follows:

Release Block 4

Micro Adjust 2

Power Lever 7

Speed is 34 miles per hour.

All coaches must be certified through the Babe Ruth Leagues, Inc. Program.

The certification is lifetime. The W.C.Y.A.A. Coaches certification will not be

accepted for this division. Coaches cannot be in the dugout or on the field

during games without the Babe Ruth Certification. Penalty: Team Will

Forfeit Their Game!

Coaches, players, and scorekeepers are not allowed to have any tobacco products of any type inside playing field or dugout. Coaches and scorekeepers are not allowed to go outside the field/gate to smoke between innings. Penalty: Per Babe Ruth...ejection and two game suspension.

Fall all scoresheets to 239-1840 or deliver them to the W.C.Y.A.A.'s offices. No scoresheets will be accepted from e-mails.

No 2009 W.C.Y.A.A. Spring-Summer games will start until a correct batter's box is in place. The umpires have been aware of this new rule. This rule applies to all age divisions.

Rule Clarification:

If there is a runner on third base and there is an over throw at first base into foul territory, the runner at third will get home if she is off the bag at third base at the time of the throw. This was changed at the coaches meeting.

It is mandatory that each team must use a continuous batting order. Also, each player must play ½ of the game on defense if time permits.

A team may start with 8 players but must finish with at least 8 players or the game will be forfeited.

Each team must use 10 defensive players on the field at one time (four outfielders) if enough players are available. The catcher's position must be filled at all times.

With two outs, it is mandatory to use a courtesy runner for the catcher. The courtesy runner must be the player that made the last out. If no outs have been recorded, the last batter in the batting order must serve as the courtesy runner.

No infield fly rule is in effect. If the runner is off base and the ball is caught, the runner can be thrown out.

The catcher must wear shin guards, facemask, chest protector, and catcher's helmet. The face mask must have a detachable throat protector unless it is the hockey mask style.

There will be a 1 ½ hour limit for each game. No inning may start after the time limit has expired.

Each game will have one umpire furnished by the W.C.Y.A.A. Each team will provide a coach to feed the pitching machine.

Run limits: 5 runs per inning

Games will be 6 innings or time limit. In extra inning will be played in case of a tie. Any game that is still tied after 7 innings will be considered a tie and will be continued at a later date if the outcome will effect the regular season championship.

No 10-run slaughter rule will be used. If you can mathematically win a game, continue playing the full 6 innings if time permits. If a team cannot mathematically win, then the game will be stopped.

The pitching rubber will be set at 35 feet. The pitching machine will be centered over the pitching rubber.

The base distance will be 60 feet.

One defensive coach will be allowed behind the outfielders.

Only one offensive time out and one defensive time out will be allowed each half inning.

A defensive team may play only two infielders on each side of second base.

A batter cannot foul out.

Over throw Rule: If an overthrown ball is at first base (by an infielder on the initial play on a force out) or third base, and the ball goes into foul territory, the runner cannot advance. On an over thrown at second base, it is all you can get. If the runners are a step past the bag, they may advance to the next base but they are in jeopardy of being thrown out. This includes all throws by infielders.

The umpire may adjust the pitching machine at anytime if the machine starts throwing pitches that cannot be hit. Machine cannot be adjusted just for different size players.

If a thrown ball hits the pitching machine, the electrical cord, or the umpire feeding the machine, the ball is dead and the runners will advance to the nearest base without the jeopardy of being thrown out. The runners must be advancing to the next base in order to advance.

If a batted ball hits the pitching machine, it is dead immediately. The batter-runner will be awarded first base and each base runner will advance one base if forced to advance.

All coaches must be in the dugout except for the manager. He/she can be located in the doorway to the dugout. Absolutely no one will be allowed outside the dugout sitting on buckets.

The throwing the bat rules is as follows: Any player that throws the bat (and the team) will be warned the first time. If the same team has another player throw the bat, she is out. If a player was previously warned or called out for throwing the bat this time she/he will be called out and ejected from the game.

Helmet Rule: Same as the throwing the bat rule.

If you have a rain out, call the opposing team's coach at least 1 1/2 hours before the game. Then call Mickey at 239-0652 or 230-2467 so he can cancel the umpires. Mickey will reschedule all games.

No games will be rescheduled except for the death of immediate family members of the coaches or players.

Players will be allowed to bunt. If a batter bunts on her fifth pitch and fouls the pitch off, she will be called out. If a batter squares to bunt, she must either bunt the pitch or pull her bat back out of the strike zone. She cannot drag bunt or swing away after faking a bunt. If batter leaves the bat

over plate while attempting a bunt, the pitch will be called a strike. Faking a bunt and then swinging will result in the batter being called out!

***The player-pitcher cannot leave from behind the 35-foot line until the ball reaches the plate. The other infielders can charge the batter when she squares to bunt.

2006 NEW RULE: A 16-foot line will be drawn at the 35 foot mark. The line will extend eight foot each way from the center of the 35-foot mark.

NEW RULE: The coach feeding the machine must squat down (no higher than machine) when a pitch is hit.

NEW RULE: A 2-foot line will be drawn at 30 feet down the first and third base lines. The purpose of the lines is to keep the defensive players from playing too close in. Players may not come past the lines until the batter squares to bunt.

Each team will be allowed one offensive and one defensive timeout per inning.

If pitch is un-hittable and batter swings, pitch will count. If machine starts throwing numerous bad pitches, the umpire should adjust the machine. This will be an umpire's judgment call.

In 8U, 10U, and 12U softball, if a runner leaves a base early, she will be called out immediately. The play will also be called "no pitch".