

QUAD-CITIES
GIRLS FASTPITCH SOFTBALL
OFFICIAL PLAYING RULES

FALL 2010

8U

Participating Leagues:

Miss Charlotte
Miss Englewood
Miss North Port
Miss Venice

QUAD CITIES FASTPITCH

LOCAL RULES

Tri Cities Fast Pitch games will be played under the NSA rules with the following exceptions. If there is no local rule, NSA rules will prevail.

UNIFORMS AND EQUIPMENT

- a. All players must wear uniforms as provided by their league. This may include jersey, pants or shorts, and socks. Pants or shorts worn must be of the same color as those mandated by their league. Hats or visors are optional. Players not in proper uniform will be removed from game.
- b. Borrowed or pick-up players must wear their own team uniform.
- c. *All 8U players must wear chin straps and face guards on batting helmets.*
- d. Batting out of order will result in an out, unless caused by injury.
- e. Player names are permitted on shirts. If a team decides to have player names on shirts, all players on that team must have names on their shirts. "Nick names" are not recommended.

LOCAL RULES

1. The offensive team must bat all players present. A game may begin and be played with 8 players with no penalty. Late players shall be added at the bottom of the roster.
2. During the season and in tournament play, the batter will receive six pitches-three from 8U pitcher. The batter will receive 3 Free Swings against the 8U pitcher. They will also receive 3 from coach pitch or three strikes, whichever comes first. No walks or called strikes are allowed. If the batter foul's off the last pitch off the coach pitch she continues to be at bat until she swing and miss or not swings.
3. Each inning will end on the third out or when a 5th run is earned when bases are loaded and ball four is called. Base runners are NOT allowed to be sent home in the attempt of scoring extra runs when the play naturally would have ended with the 5th run scoring. Coaches will be warned if they are purposefully "loading" the bags prohibiting the natural progression of the game. A 2nd warning will warrant a game suspension. Additional runs MAY only score as long as they are earned through the natural progression of play.
EXAMPLE: The 5th run is on 3rd base and there are no other runners on base. The batter hits a homerun and a 6th run is earned.

EXAMPLE: 5th run base runner is on 2nd and there is a base runner on 1st. The batter hits a triple. 2 runs score earning 6 runs that inning but the batter stops at 3rd base thus ending the inning.

4. A batted ball must pass a 12 foot semicircle from home plate to be a fair ball. Failure to pass the 12 foot line constitutes a foul ball. If the ball in normal FAIR territory rolls/bounces past the home plate fair line and then rolls back over the line the ball would still be considered fair play as long as it doesn't roll FOUL
5. There will be no stealing. Base runners are not allowed to leave their base until the ball has crossed home plate.
6. (a) "Time" may be asked for when a fielder (including the pitcher) has control of the ball in the baseline and is in front of a base runner. Base runners ahead of the ball may continue to the next base if they are past the hash mark on the field when "time" is requested. If player is not past the hash mark she must go back to the base she just left. This is also per the umpire's discretion. Base runners prior to the fielder may not proceed.
(b) "Time" may be asked for when the pitcher has control of the ball in the pitcher's circle. Base runners may continue to the next base, as long as they are past the hash mark at their own risk.

EXAMPLE #1: If a player asks for "Time" in front of baserunner "B"(i.e. on 1st base) but behind baserunner "A"(i.e. on 3rd base), then makes a play on baserunner "A", is baserunner "B" "frozen" on 1st base while a play is made on baserunner "B"?

NO. The play is either "live" or "dead", it cannot be part live and part dead. By making a play on the runner then the request for "time" is forfeit.

EXAMPLE #2: If a player asks for "Time" in front of baserunner "A" on 3rd base with baserunner "B" on 1st base, can baserunner "B" proceed to 2nd base? IT DEPENDS. If both baserunners are stationary on their bases when "time" is requested, then time should be granted and baserunner "B" would not be allowed to proceed. However, if baserunner "B" is in motion when "time" is requested then the umpire should signal a delayed call and wait to see if baserunner "B" proceeds to 2nd base or returns to 1st base, at which point "time" should be granted. Additionally, as covered in Item #1, if a play is made on baserunner "B" then the request for "time" is forfeit.

7. Base runners are allowed to progress one base on an overthrow, at their own risk. There shall be only one overthrow per batted ball. ALL base runners are allowed only one base.
8. If the pitcher fields a batted ball in fair territory, she may only take 2 steps with the ball before doing one of the following: (a) attempting to tag a base runner (b) throwing the ball overhand or underhand to a teammate (c) return to the pitcher's circle. Rolling the ball to any player is prohibited. Violations will result in the batter being awarded first base and all base runners being advanced one additional base from where they began the play.
9. Each team may have up to 12 defensive players consisting of a pitcher, catcher, first base, second base, shortstop, third base, and up to six players in the outfield.

10. **Infielders, excluding the catcher, may not stand closer than 35' from home plate. Outfielders must stand at least 5' behind the baseline nearest to them.**
11. Batting helmets, face guards and chin straps are required for batters, base runners, and the on-deck batter.
Helmets must be kept on until the player returns to the dugout. Players are not permitted to bat without league approved helmets.
12. The on-deck batter will use the on-deck circle behind the batter.
13. During the game, two defensive coach may be in the outfield working with the defense. One offensive coach may be at home plate to assist the batter. The offensive coach who is pitching may communicate with the batter.
14. Catchers must wear a full catcher's gear, (a batters helmet is not considered a catchers helmet)
15. The use of scoreboards is optional, as determined by the Home City.
16. Game duration will be limited to 1 hour, 10 minutes. No new inning will start after 1 hour, 10 minutes, except in the case of a tie game. The inning being played will be completed. A new inning starts as soon as the third out is made of the previous inning. 8U will play 6 innings, if time allows.
17. (a) If the game is tied at the end of regulation play, then the "Texas Tie Breaker" rule will be used. The inning shall begin with the last batter of the previous inning to complete an at-bat, assuming the base running position on 2nd base with no outs.
(b) No new inning may begin past the 2 hour game duration mark, during the regular season.
18. Games are official after 4 complete innings of play or time expires, unless the 10 Run Mercy Rule is in effect.
19. The 10 Run Mercy Rule is **mandatory**. No exceptions!
8U: If one team is ahead by 15 runs after **4 innings** of play or the home team is ahead by 15 runs after 3 1/2 innings of play, the team with the 15 run lead will be declared the winner. Same applies to 10 runs after **5 innings**.
20. Each team **MUST** have an adult female in the dugout.
21. *Absolutely no Tobacco or Alcohol Products are to be used on the fields, dugouts, or stands before, during, or after games or practices. Per Sarasota and Charlotte County Laws.*
22. The first two innings of the game will be pitched by an 8U pitcher.
 - i) Each batter will receive 3 pitches from the 8U pitcher before receiving 3 pitches from a coach pitch.
 - ii) The only strikes called while the 8U is pitching will be a swing and miss by the batter.
 - iii) The 8U pitcher will pitch from 30 ft.
 - iv) The Coach will pitch from the 35 ft. mark.
 - v) Every inning after the 2nd inning will be pitched by a coach.
 - vi) The player will be called out if the 6th (three 8U pitch plus three coach pitch) pitch is a foul.
23. Ball to be used is an 11 inch regulation softball.
24. Any Manager or Coach ejected from a regular season game will automatically be suspended for their team's next game. Any Manager or Coach ejected from a

Tournament game will automatically be suspended for the remainder of that tournament.

END OF SEASON TOURNAMENT RULES

- (a) End of Season Tournament will be a single day double elimination tournament .
 - (1) Seeding will be based on the Win/loss average of the season.
 - (2) Pitching rules will stay the same for the tournament.
- (b) In all tournament games, there will be a coin flip prior to the game. Winner of coin flip determines Home and Visitor teams.
- (c) *There will be no time limit in the Championship Game.*
- (d) The ten run rule will remain in effect for all games in tournament play.
- (e) Tournament will be a single elimination.
- (f) To be eligible for post season play, including the Quad Cities End of Season Tournament and Miss Florida Softball All-Stars, players must play in at least 51% of all games played by their own team. Any requests for exceptions to the 51% rule due to extraordinary circumstances will be reviewed and decided by the Twin Cities Board of Directors.
- (g) Any Manager or Coach ejected from a Tournament game will automatically be suspended for the remainder of that tournament.

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Attention All Coaches:

If you have any issues involving the conduct and/or actions of any manager, coach, team mom/dad, and/or representative of a team, regardless of “home city” at any time during the season, please contact your board and voice your concerns immediately. Do not wait several days or weeks to address the situation. Issues can best be handled at the time of occurrence, rather than waiting for several days.

Thank you,

The Quad Cities Fastpitch Board

Revised 8/26/2010