

Rapid City Girls Junior Olympic USA Fastpitch Association

U8 League Rules and Information

General Information

Field Conditions/Weather and Rainout Information

Field conditions/rainout information will be available after 3 p.m. Monday through Friday.

RAINOUTS WILL BE POSTED TO FACEBOOK BY 3:45 P.M.

The weather is the single most unpredictable factor affecting any softball season. Umpires and Board will use the following criteria for canceling games in progress as taken from Appendix D of the NCAA rule book and as recommended by the National Severe Storms Laboratory (NSSL):

"Thunder always accompanies lightning, even though its audible range can be diminished because of background noise ... The current recommendation of the NSSL is to consider terminating play when the lightning is six miles away ("flash-to-bang" time of 30 seconds or less). This ... was developed as a practical way to make a judgment in situations where other resources ... are not available."

(Games will be delayed 15 minutes with a lightning strike that requires game stoppage.)

Rainout Dates

Due to the short "window" of opportunity to play games in the girls' fastpitch leagues—primarily due to the need to be completed by the time the State tournament begins—the ability to make up rained-out games are limited. However, EVERY attempt will be made to schedule rained-out games prior to July 1 if field space is available. To do so may require that teams play an additional night during the week.

In addition to rain, lightning, and other extreme weather-related events, the temperature cutoff at the start of a game will be set at 40 degrees with windchill. This means that if the air temperature and windchill combined is 40 degrees or below at the start of a game, that game will be called due to weather. If a game has started, every effort to finish will be maintained.

U8 League Rules

This league plays on a field with base distance of 60 feet and distance from pitching rubber to home plate of 30 feet. An 11-inch softie ball is used in this league. No umpire is provided by the league. A coin flip between coaches and players will determine the home team.

TEAM:

Each team will field a maximum of 11 players (standard 6 player infield and up to 5 outfielders) when possible. All players will play a minimum of every other (50%) defensive inning. If you are short players, you can use players from the other team or a team not playing.

GAME:

A game will be based upon 6 innings or a time limit of 60 minutes. No official score will be kept. Innings

will consist of 3 outs or all batters in the team's line-up, whichever comes first. An inning is over when play on the last batter is dead or pitcher has control of ball in the 16ft circle. Games will end when the time limit is reached, following the player at bat finishing her at bat.

PITCHING & BATTING:

Players will pitch up to 4 consecutive pitches. After 4 pitches, the coach will pitch, using the established pitch count, until a player hits or strikes out. Walks are not allowed. Coaches will be responsible for pitching to their team with an opposing player in the mound area to play defense. The coach pitching will call strikes on good pitches that the batter does not swing at. The batter either hits or strikes out. Batter may not run on dropped 3rd strike. Bunting is not allowed. Foul balls/tips will continue the at bat. All fair balls are played (no infield fly rule). The offensive pitching coach will call balls and strikes when the player is pitching.

BASE RUNNING:

No stealing will be allowed. Runners will be allowed one base advance on an overthrow that leaves the field of play. On an overthrow to 1st base that does not leave the field of play, the batter-runner may not advance beyond 1st base, but other base runners may advance one base at their own risk. The batter/runner must stop at 1st base unless a play is made on an advancing runner. On any overthrow back to the pitcher, the base runners may not advance. When the ball is thrown back to the pitcher, a runner between bases must immediately continue to the next base or return to the last base touched. Play is dead when pitcher has control of the ball in the 16ft circle around the pitching mound. Calls on plays will be made by the closest offensive coach. The first base coach will make calls at first, the third base coach will make calls at third, and the coach pitching will make calls at second base and home plate. If the offensive coach needs help making a call, he/she may ask for input from the defensive coach on the field. If the ball is hit into the outfield, or past the outfielder's runners may run more than one base.

Coaches: please use your judgment when sending players more than one base on a hit.

SCORE:

No official score will be kept.

MISC:

When on defense, a team may have one coach on the field and one behind the plate to help their players with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball. The defensive coach on the field has no input on calls unless asked for by the offensive coach