

# 2019 PJBA SOFTBALL RULES -- ROOKIE MISS 8U DIVISION

## SPORTSMANSHIP

The purpose of the program shall be to implement in the youth of the community ideals of good sportsmanship – honesty, loyalty, courage, and reverence, so they be finer, stronger, and happier young people who will grow to be good, clean, healthy adults. This objective is to be reached by providing supervised fun, safe, and competitive athletic games. The Commissioner shall bear in mind at all times the attainment of exceptional athletic skills or the winning of games is secondary and the molding **of future citizens is of prime importance.**

Players, Coaches, and/or Parents displaying un-sportsman-like conduct may be removed from fields that day, the next game, or (up to) removal from program. Umpires will notify the commissioner of any incident immediately; final decision will be voted on by directors. Board President may over-ride director's vote.

## **PLAYING FIELD**

1. Pitching distance 30 feet (coach pitches)
2. Base lines 60 feet

## **EQUIPMENT**

1. A standard 11-inch training ball will be used.
2. All players on a team shall wear uniforms alike in color and design.
3. Shoes with rubber cleats may be worn. Metal cleats are not allowed.
4. All players must wear a protective helmet with double ear flaps when batting, base running, and when on deck and may not remove it until inside of dugout.
5. No jewelry is allowed to be worn during the game.
6. All bats must be ASA approved; the barrel may be no bigger than 2.25”.

## **PLAYERS AND SUBSTITUTIONS**

1. Girls are placed by age as of January 1<sup>ST</sup> of current season year.
2. Teams will field 10 players. Teams may play with a minimum of **6 players**. A game may still be played WITH LESS than 6, but game will be **considered cancelled, opposing team is encouraged to volunteer players so a game can be played.** There will be a 15 minute grace period before calling a game cancelled.
3. Players are not allowed to switch teams. New players may be added to the roster only if the league President is notified in advance through the Commissioner.
4. Players may be taken out and re-entered as many times deemed necessary.
5. No players may sit on the bench 2 (two) consecutive innings, unless due to illness/injury.

## **THE GAME**

1. A regulation game will consist of 6 innings. All games have a 1 hour time limit to start a new inning.
2. Umpire must call last inning no earlier than 10 min before time limit, at the top of inning, & no run limits apply last inning.
3. A game that is tied at the end of 6 innings shall be continued until one team scores more at the end of an inning. A regular season game that is tied after 30 min over time limit shall be tallied as a tie.
4. Up to 2 coaches may help their players in the field. Coaches may stand behind the outfielders or in foul territory beyond first and third bases. Coaches cannot make physical contact with the ball or players when the ball is in play. Coaches that make intentional or unintentional contact with a live ball will result in a “dead ball” call from the umpire, excessive intentional contact will result in violating coach being removed from field. **(umpire judgment call).**
5. Play stops once the ball reaches the infield and is controlled by any infielder. Base runners may only advance to the base they are heading to. Umpires should use best judgment if a runner must go back to previous base.

## **PITCHING**

1. Coaches will pitch to their own teams. Contact must be made within 6 GOOD pitches or the batter will be called out **(umpire judgment call)**. Umpires will be looking for overly-lobbed balls; two warnings per team – after two warnings, batter will be called out.
2. The pitching coach must make every effort to avoid contact with the batted ball.
3. A head coach may only request a time out when the play is complete. A head coach may be the only one able to communicate to umpire. **Head coach shall receive one (1) warning if players, assistant coaches, or spectators violate this rule. After the warning, umpires may eject violators. Subsequent violations will result in head coach removal (regardless if they are the violator or not) and/or up to the game being called by the home plate umpire.**

## BATTING

1. There will be a continuous batting order, with a maximum of 5 runs per half inning, except the last inning which will be unlimited.
2. If the batter throws her bat, the umpire will immediately warn her. If a warned batter throws her bat a second time, she will be called out.
3. Any player who throws her bat or equipment intentionally will be ejected from the game without warning (**umpire judgment call**).
4. Drop Third Strike is not played at this level.
5. Infield Fly Rule is not played at this level.

## BASE RUNNING

1. All players must make every effort possible to avoid unnecessary physical contact.
2. No stealing is allowed at this level, lead-offs encouraged after the ball leaves the pitchers hand; **this is for learning purposes only.**
3. Base runners may slide to avoid physical contact, but it is not required.
4. A courtesy runner will be allowed for the catcher **at any time**. It must be the player who made the last out or previous batter not on base.
5. If a player loses her helmet while base running, play immediately stops and runners may only advance to the base they were already running to. Intentional removal to get on base will be an automatic out (**umpire judgment call**).
6. A player can only advance to unoccupied 2<sup>nd</sup> on an over-throw to 1<sup>st</sup> base. No other advancing on an overthrow is allowed at this level.

## FIRST AID

1. A First Aid Kit is located at the Concession Stand.
2. If a player is bleeding, the bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
3. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition continues.

## UMPIRES

1. There will be one umpire located behind the home plate. The umpire must show up no later than 10 minutes prior to game time. The umpire must have a copy of the rules at all games.
2. Before a pitch is thrown, the umpire must make sure the gates are closed to the dugout and batter is ready in the batter's box.
3. The umpire must keep game time on stop watch, count number of pitches thrown by coach, call plays at the bases, and before game meet with head coaches at home plate to check equipment and give short reminder of rules:
  - a. Time limit (listed under heading THE GAME #1) – time starts after meeting
  - b. Keep helmet on until inside dugout – 1 warning per team, 2<sup>nd</sup> time is an out
  - c. Max of 5 runs per half inning, except last inning which is unlimited.
  - d. No stealing allowed, only advance to unoccupied 2<sup>nd</sup> on overthrow
  - e. Intentional throwing of any equipment could result in being ejected from the game
  - f. Umpire must call last inning no earlier than 10 minutes before time limit, at the top of an inning, no run limits apply last inning.
  - g. Umpire may stop game time due to injury/illness on the field that takes more than 5 mins.
  - h. Umpire may stop game due to un-sportsman-like conduct. Game time WILL NOT stop for this type of incident.
  - i. **All questions/appeals made ONLY to plate ump, ONLY by head coach**