

2011 RULES – Southeast Nebraska Girls Softball League - 8 & Under Page 1 of 2

The Southeastern Softball League will play 8 & under girl’s softball according to the Amateur Softball Association (ASA) rules & regulations except as noted below:

	<i>8 & under</i>	<i>10 & under</i>	<i>12 & under</i>	<i>14 & under</i>
<i>Eligibility</i>	Cannot turn 9 before January 1 of this year	Cannot turn 11 before January 1 of this year	Cannot turn 13 before January 1 of this year	Cannot turn 15 before January 1 of this year
<i>Pitching Rubber</i>	35 ft.	35 ft.	40 ft.	40 ft.
<i>Bases</i>	60’ with ½ way lines, 10’ arc from back of home plate	60’ with ½ way lines	60’	60’
<i>Game Time</i>	1 hour, 4 innings	1 hour 15 minutes, 5 innings	1 hour 30 minutes, 5 innings	1 hour 30 minutes, 7 innings
<i>Game ball</i>	11” Yellow or White	11” Yellow or White	12” Yellow or White	12” Yellow or White
<i>Players on Field</i>	10 or equal number as opposing team	9	9	9
<i>Run Rule</i>	5 runs/inning	5 runs/inning	5 runs/inning	No Run Rule

- Regular season games will be 4 innings or 1 hour in length, finishing the inning. The full 4 innings will be played unless by the start of the 4th inning one team is ahead by 6 runs and time is a factor. No inning will be started after the hour unless there is no game following.
- Tie games will be recorded as such unless there is no game following. Both teams must agree to play extra innings to decide a tie. ASA tiebreaker is in effect in any extra innings (last batter of previous inning is placed on second to begin each half of extra innings).
- An 8ft. radius (16ft diameter) circle must be in chalk around the 35 ft. pitching rubber. ½ way lines must be marked between bases. A 10’ arc from the back of home plate must be placed from 1st baseline to 3rd baseline. If a hit ball does not pass this line, the hit will be considered a foul. For safety, please use double bags on first base.
- A continuous batting order will be used. All players on a team will be listed and bat in one continuous order. The exception to this shall be that if one team has more players than the opposing team, the team with more players may elect to bat continuously only the same number of batters as the opposing team, but not less than 10. The team with more players has the option to bat the same number of players as the opposing team or bat continuous, but must elect to do one or the other prior to game start and may not change during the course of the game. No outs will be taken for players leaving the batting order for illness or injury, simply skip that batter and continue the lineup. Players leaving the batting order for injury or illness may not re-enter, and this only applies to players leaving the batting order. A player may leave the field, bat in their order, and re-enter the field later, or a coach may take the out for an injured or sick player leaving the batting order and then that player is still considered in the batting order and may bat the next time around. Players arriving late shall be entered as substitutes.
- Free substitution is allowed. Teams may play 10 players in the field using 4 outfielders. Additional players are allowed to play in the outfield equal to the number of players for the opposing team. Teams are allowed to start with 8 players, if you start with 8 players you may borrow one from the other team to make 9 players and that player will play an optional position by the receiving coach. There will be no automatic out for the 9th & 10th batters.
- This division uses the Coach-Pitch/Tee method. Each Coach will pitch 5 balls to their team. If the ball is not hit after five pitches, the Coach-Pitcher will take a position behind the Player-Pitcher and the batter will hit off a Tee. There will be no walks or strike-outs. The batter must hit. Pitcher (Coach) may pitch from any place between home and the pitching rubber.
- Pitcher (Player) must stay within the 16 ft diameter pitching circle until the ball is hit, and behind or to the side of the Pitcher (Coach), unless the tee is in use, in which case Pitcher (Coach) takes a position behind the Player-Pitcher or in foul territory.
- Outfielders must play behind the baseline until the ball is hit. Effect – runners and batters are entitled to one base without liability to be put out.
- No infield practice before a game. This means no practice on any part of the infield (stay on the grass).
- The catcher must wear a helmet with facemask & throat protector, shin guards, chest protector.

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11. One base on an overthrow. Batter/Runner and all other runners can advance one base and no further (**at their own risk**) after an overthrow at any base. A second attempt at put out at another base does not constitute another 1 base on an overthrow. Runners can not advance on overthrow to the pitcher who is near the circle. (umpire discretion) If a runner advancing between bases has not advanced more than half way when the pitcher obtains possession and control of the ball in the 16' (dia.) pitcher's circle, the runner will be returned to the last base touched prior to the pitcher gaining control of the ball in the pitcher's circle. This is solely the judgment by the umpire. A halfway chalk mark between bases should be in place.
12. The batter is out if the bat is thrown. This is a judgment call by the umpire.
13. No bunting. Effect – treated as a foul ball.
14. No stealing or leading off. The runner must remain on the base until the batter hits the ball.
15. If a play is made at home plate the runner must slide or the runner is out. A play is considered a ball in the infield directed at home plate. (Umpire judgment)
16. No infield fly rule.

ASA RULE CLARIFICATIONS

1. Batters, batters on deck, and base runners must wear helmets. Face shields on helmets for batters, batters on deck, and runners are **mandatory**. *NOCSAE stamp is not required on facemasks.*

SCHEDULING

8 and under teams will play Saturday mornings.

Home team must notify opposing team 2 hours prior to game time in the event of a cancellation. Notification includes receiving an acknowledgement from opposing coach that they received the message. If you don't get an immediate response from an e-mail, you must call the coach. Home team must make 2 attempts to reschedule the game. If 2 attempts are not made, the home team will forfeit. If the visiting team cannot reschedule, they will forfeit.

UMPIRES

The home team is to provide umpires for each game. **MAKE CERTAIN UMPIRES ARE FURNISHED, HAVE READ A COPY OF THE LEAGUE RULES, AND ARE READY TO GO PRIOR TO GAME START TIMES!** Effect – game is forfeited by home team unless opposing coach agrees to play with umpire provided.

TOURNAMENTS

No tournament in 8 & under.

LEAGUE DUES

8 & Under - \$20.00

10 & Under - \$140.00

12 & Under - \$140.00

Made payable to Southeast Nebraska Girls Softball. Dues and registration must be mailed by March 25 to facilitate scheduling. Dues pay - \$20.00 per 10 & 12 team to the League to the League President, \$22 per team for ASA registration, tournament umpires, and medals.