

**2010 RULES**  
**Southeastern League Softball**  
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The Southeastern Softball League will play 8 & Under girl's softball according to the Amateur Softball Association (ASA) rules & regulations (for 10&Under) except as noted below:

Eligibility – 8 & Under, a player cannot have turned 9 before January 1 of this year.

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 4<sup>th</sup> 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. Please abide by this in respect of games that follow. 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).

The home team is to provide two umpires for each game. The home plate umpire must be 18 years old or older. **MAKE CERTAIN UMPIRES ARE FURNISHED, AND 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.

An 8ft. radius (16ft diameter) circle must be in chalk around the 40 foot pitching rubber. A 10' arc from the back of home plate must be placed from 1<sup>st</sup> baseline to 3<sup>rd</sup> baseline. If a hit ball does not pass this line, the hit will be considered a foul. A halfway chalk mark between bases should be in place.

1. 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.
2. Use 11" ball. Yellow or White. Use same color entire game. Home team provides ball.
3. Teams are allowed to play with 8 players if no other players are available. There will be no automatic out for the 9<sup>th</sup> & 10<sup>th</sup> batters.
4. Free substitution is allowed. However, all players are to be listed in one batting order prior to start of play (players who arrive late may be added to the end of the batting order provided the opposing coach is notified prior to the late arriving player batting). The batting order will be followed regardless of defensive play. *Only 12 defensive players (6 infielders with outfielders 15 ft behind the base lines) will play at any one time, unless the opposing team has less than 12 players, in which case an equal number will play the field for each team, except that no team shall be forced to play less than 10.*
5. No infield practice before a game. This means no practice on any part of the infield (stay on the grass).
6. Five runs or three outs per inning.
7. 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.
8. Pitcher (Coach) may pitch from any place between home and the pitching rubber.
9. 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 in foul territory.
10. The catcher must wear a helmet with facemask & throat protector, shin guards and a chest protector.
11. Batters, batters on deck, and base runners must wear helmets. Face shields on helmets for batters,

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batters on deck, and runners are **mandatory**. (new 2008) *NOCSAE stamp is not required on facemasks.*  
Effect – Batter or runner is out if not wearing a helmet. If the helmet falls off during the natural course of running the bases the runner is not out. If it appears to the umpire that the player made a movement to knock the helmet off while running, the umpire may call the runner out.

12. The batter is out if the bat is thrown. There are no warnings. This is a judgement call by the umpire.

**SAFETY FIRST!**

13. No Bunting. If a hit ball does not pass the 10' arc, the hit will be considered a foul.

14. No Stealing.

15. The runner must remain on the base until the batter hits the ball.

16. For safety, please use double bags on first base.

17. If a batted ball hits the pitching coach, the ball is replayed.

18. No infield fly rule.

19. 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.

20. Home team must notify opposing team 2 hours prior to game start in the event of a cancellation.

21. No Entrance Fee may be charged at any game or tournament.