

# 2016 HGSL Playing Rules Addendum

*The official ASA Fastpitch Softball rules shall apply. The following are HGSL exceptions, clarifications, or modifications to the ASA Official Rules of Softball.*

## 8-U Division Game Rules

### General Rules

1. One (1) Team Manager and two (2) Team Coaches per team will be allowed on the playing field during games. Additional coaches who have been background-checked are permitted on the field.
2. Thirty minutes prior to the start of the game, the visiting team will have use of the infield for a 15-minute warm-up. Fifteen minutes prior to the start of the game, the home team will have use of the infield for a 15-minute warm-up.
3. Up until game time, the decision on whether or not the game will be played due to poor field/weather conditions will be made by the Umpire-in-Chief, with input from the Field Maintenance Coordinator. When a rainout occurs, make-up games will be rescheduled by the Secretary.
4. The home team is assigned to the 1<sup>st</sup> base dugout, and is responsible for supplying the game ball, setting up the bases, and returning field equipment after the game. The away team will occupy the 3<sup>rd</sup> base dugout.
5. All players will wear the uniform as intended. Shirts must be tucked in completely or tied off.
6. A catcher must wear a helmet with earflaps, mask, and throat guard during the game and if warming up a pitcher at any time on or off the field.
7. All batters and baserunners must wear a batting helmet with facemask. Chin straps are permitted, but not required.
8. Rings, bracelets, exposed necklaces, and any earrings or other jewelry (other than ear studs, which are allowed) shall not be worn or carried by any active player during game time.

### Pitching Rules

1. A facemask is required for all pitchers.
2. Pitching delivery shall be defined in ASA Fastpitch rules.
3. Pitching distance from the front of the pitching rubber to the point of home plate shall be 30 feet.
4. A pitcher, after hitting two (2) batters in one (1) inning, or three (3) in the game, will be removed from the position for that game. The batter must make a reasonable attempt to avoid being hit by the pitch.

5. The pitcher will begin pitching to each batter. There will be no called balls and strikes. If the batter “walks”, the Coach will step in to finish the batters at-bat.

### **Game Rules**

1. All team players shall be placed in the batting order, with no penalty for missing players.
2. Every player will play a minimum of three (3) full innings per game. If this rule is not adhered to, the game will be forfeited.
3. A 8-U Division game will consist of five (5) innings, or two (2) hours of maximum playing time.
4. There will be no designated hitter.
5. There is a four (4) run maximum per half-inning, regardless of outs. No batter will come to bat once four (4) runs have been scored in that team’s half-inning. If the fourth run is scored during a live play, and additional runners cross the plate, those runs will not count.
6. Open substitutions are allowed at any time. Open substitution is defined as allowing any player to be removed from play and re-inserted at any time during a game. The exception to this is the pitcher, who when removed from pitching, cannot return to pitch until the next inning.
7. The 1<sup>st</sup> baseman will wear a helmet while playing defense.
8. The distance between the bases shall be 55 feet.
9. There shall be no intentional walks.
10. The infield-fly rule will not apply.
11. The 8-U Division will be encouraged, but not required, to keep score during games.
12. Baserunners are allowed to advance one (1) base only on each live-ball overthrow. If the ball is thrown out of play, the umpire will award bases per ASA guidelines.
13. There shall be no bunting.
14. Baserunners are not permitted to lead. The baserunner may only leave a base when the ball is hit.
15. If the game is tied going in to the agreed-upon last inning, the final inning will be played using the “international tie-breaker” rule. (See last page for details)

## **Definitions**

### **Fake Bunt**

A fake bunt is when a batter shows the bat in a standard bunting position then pulls the bat back and swings.

### **Infield Fly Rule**

An infield-fly can only be called if there are runners on 1<sup>st</sup> and 2<sup>nd</sup> base, or 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> base, and there are 0 or 1 out. If the batter hits a fair fly ball (not a line drive or bunt) that COULD be caught by an infielder with ordinary effort, an "infield fly" should be called at the umpire's discretion.

### **International Tie-Breaker**

In an international tie-breaker, the inning begins with the offensive team's last batted out from the previous inning as a runner on 2<sup>nd</sup> base. Play continues normally. Each inning is played this way until a winner is determined.