

2017 SGSL Division AA (8U) Division Local Rules

This handout presents AA local rules used for recreational league play in the Sunnyvale Girls Softball League (SGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email:

uic@sunnyvalegirlssoftball.org.

Field/Equipment:

- 8.1 [A 10-inch RIF 1 ball is used for games and practices.](#)
- 8.2 Base distance is 60 feet. Use double 1st base when available.
- 8.3 Pitching distance is 25-30 feet until Spring Break, 30 feet after Spring Break.
- 8.4 Equipment rules:
- Bats must meet all ASA requirements.
 - All defensive players on the field must have gloves.
 - Cleats are strongly recommended. Metal cleats are **not** allowed.
 - Infielders masks: pitchers are required to wear masks.

Game Play:

- 8.5 Time Limits: All play stops at 1 hour and 20 minutes. Drop dead; final score is not recorded.
- 8.6 The basic rules of conduct in AA are to let the girls play and play fairly. Play games with as few as six players. There is no out recorded if playing with fewer than 9 players.
- 8.7 A half-inning ends when the defensive team achieves three outs, or the offensive team scores four runs. This four run rule is in effect for the entire game. Per ASA Rule 1, the next inning begins as soon as the last out of the previous inning is registered.
- 8.8 If a player is injured in the course of a live ball and requires immediate attention, the umpire shall call "time", the ball is dead and the umpire directs runners to the bases they would have achieved. There is no appeal to the umpire's judgment to call time or to direct players to specific bases.
- 8.9 Infield fly and dropped third strike rules do not apply to this division.
- 8.10 Only players, umpires, and adults officially registered with the Sunnyvale Girls Softball league as a coach may be present on the playing field during a game. This includes the coach pitcher. Violation of this rule may result in forfeiture of the game.

Pitching:

- 8.11 Player pitching rules:
- Player pitcher begins with a count of 0 strikes and 0 balls.
 - After 3 balls and no strikes, or 4 balls with 1 or more strikes by the player pitcher, coach pitcher relieves her for that batter and inherits the same strike count.

- Prior to tournament play, if a batter is hit by a ball on the fly, it is a dead ball and a ball or strike based on if the ball is in or out of the strike zone. If it is not a called strike and the batter makes an attempt to avoid being hit by the ball, the batter may choose to take a base, or have the coach pitcher enter to continue the strike count on the batter. During tournament play no choice is offered and the batter is awarded first base.
 - Prior to the Spring Break, AA pitchers may pitch from a distance from 25 to 30 feet. After Spring Break, AA pitchers must start their pitching motion with both feet in contact with the pitcher's plate, and are only allowed one step during which they must drag their pivot (trailing) foot.
 - A player pitcher is allowed to hit a maximum of 3 batters per inning, or 4 in a game before she is relieved.
- 8.12 Coach pitching rules:
- The coach pitcher inherits the strike count and is allowed a maximum of 4 pitches (foul ball on last pitch is replayed) after which the batter is called out. No walks are allowed.
 - Until Spring Break strikes delivered by coach pitcher are not called. After Spring Break all strikes are called as such.
 - Coach pitching distance is as close as needed to get a flat level pitch, but both feet must remain within the pitching circle.
 - Bunting is not allowed while the coach pitcher is pitching, however lead offs after the coach pitcher releases the ball are allowed.
 - If coach pitcher is hit by batted ball, it is a dead ball and the pitch is repeated.
 - The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle during the coach pitcher delivery.

Offense:

- 8.13 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
- 8.14 For safety reasons an on-deck batter is not allowed at Stockmeir. At Stockmeir the second to next (in-hole) batter may be warmed up in foul territory past first or third base.
- 8.15 Runners may always advance one base on batted balls at their own risk (must tag up if ball caught on fly). Play continues until either:
- the ball is **first** possessed by a defensive player on dirt in fair territory, or
 - the ball goes into foul territory within the infield as a result of an overthrow or receiving error, or
 - the ball exits the field of play completely and becomes a "dead ball"
- At that time base runners may continue to advance at their risk only to the base that they were running toward. If that base is already occupied, they must return at their risk to the previous base.
- 8.16 No stealing. Runners may not leave the base until the ball leaves the pitcher's hand. If a runner leaves the base early, they are called out.
- 8.17 No sliding is allowed. No sliding protection gear is expected.

- 8.18 If a base runner is hit by a batted ball in fair territory, the base runner is out, the batter is awarded first base and all other runners return to their previous base (unless forced to move by the batter). If the batter is hit by the ball in fair territory, then the batter is out, and all other runners return to their previous base.
- 8.19 If the batter is hit in the hands by the pitch, they are granted 1st base only if the pitch was not in the strike zone **and** they were not swinging at the pitch.
- 8.20 A courtesy runner may only be used for a player on base who will be playing pitcher or catcher in the next inning.
- 8.21 If a player throws their bat, the umpire will warn both the player and their coach/manager; if this continues to occur, the umpire may call the batter out and prohibit the player from batting in the game for safety reasons.

Defense:

- 8.22 Up to ten players appear on defense, six infielders and four outfielders. Outfielders start each pitch on the grass.
- 8.23 Foul Tip (caught by catcher): The ball deflects off the bat without going over the batter's head and is caught either directly or off another part of the catcher. A Foul Tip is always counted as a strike, and remains a live ball.
- 8.24 Foul Ball caught by catcher: In this case, the ball deflects off the bat, going above the batter's head, and is caught by the catcher in the air. The batter is out, and ball is live: runners may advance at their own risk after tagging up.

Coach/Manager (enforced by Umpire):

- 8.25 **Only one designated coach may be allowed on the field to represent the actions of their team in discussions with the umpire and opposing team.**
- 8.26 2 coaches are allowed to coach offense from first and third base.
- 8.27 A coach pitcher may enter the field on offense as allowed by the rules.
- 8.28 Until Spring Break, two defensive coaches may be positioned in the outfield **behind** all players to coach and encourage players. Coaches must not interfere with the play nor touch players during the course of any play. Umpire will issue 1 warning. A second instance will result in the coach being removed from the field for the remainder of the game.
- 8.29 The defense may position a coach behind the catcher and umpire to retrieve balls that get past the catcher. **This person may not coach from the position and must remain silent or they will be removed from the playing field.**

- 8.30 Any other non-players or coaches on the playing field are subject to warning or immediate ejection from the game by the game official. The only exception shall be to attend to an injured player.

Coach/Manager (not enforced by Umpire):

- 8.31 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions regularly. No player may play more than 2 innings in the outfield through the end of the 4th inning. Beyond the 4th inning no restrictions apply.
- a) No player should spend more than one inning on the bench on defense, unless injured.
- 8.32 Pitching eligibility is by week, Saturday through Friday. Pitchers are eligible to pitch 2 innings per week. If a pitcher appears and throws at least one pitch, an inning is charged to the pitcher.
- 8.33 Coaches, watch out for possible collisions. Make sure infielders don't stand on bases or in the base path.
- 8.34 Players with concussion symptoms will not be allowed to return to the game.

Team Provided Umpires:

- 8.35 If no official arrives at the game, or if the official is not qualified to call from the plate, the teams must provide their own umpire for the game.
- a) Each team will provide a coach or qualified parent as an umpire
- b) The umpire for each team takes the field while their team is on offense, and call balls and strikes for the opposing pitcher – so a coach may very well call strike out on their own batter.
- c) The team umpire will take a position behind the pitcher (so there is no delay putting on protective gear required behind the plate)
- d) The team umpire will need to keep track of the count (balls and strikes) on the current batter
- e) The team umpire is responsible for calling all plays on the field and should be prepared to do so.
- f) The team umpire will call balls and strikes as strictly defined by the ASA.