



8 & Under

Modifications of ASA General Rules

Any rule not modified by these rules, please adhere to ASA Rule Book

Updated 3/2023

New items for this season will be indicated by BOLD print.

The 8U division is a developmental division that utilizes "coach pitch". The goal of this division is to better prepare for the transition from hitting off of a tee to live pitching.

In the Lewis County League, we allow girls to play for town teams either in the School District they live in, or the School District they attend school in. If there is no team available for their age division in either of those locations, the player will be placed on a team with review and approval from the League Organization President.

PENALTY

It is up to the president of the town league association to enforce these penalties.

1st Offense - Warning

2nd Offense - Ejection

3rd Offense - Minimum two-game suspension with league hearing

4th Offense - Automatic league suspension

1. No alcohol or tobacco allowed on playing fields.
2. No foul or abusive language allowed on the playing field by players, coaches, or spectators.
3. No player or coach will show up at practice or games under the influence of alcohol and/or drugs.
4. The manager of a team is responsible for the actions and conduct of all coaches and players on his/her team.
5. Every team shall turn in a roster of players on their team. The rosters will be kept by the league to settle any discrepancies.
6. Four (4) full innings is a game due to rain out. If the game is rained out prior to the fourth (4th) inning, it will be rescheduled and will start over from the beginning.
7. All players will wear a shirt with a number on it.

8. A team failing to field a team fifteen (15) minutes after the scheduled game time will forfeit.
9. Each game field will have a "slash mark" clearly marked at the halfway distance between all bases.
10. Games will be six (6) innings or a 90 minute time limit, whichever comes first, with no new innings starting after the 90 minute time period. Time starts with the delivery of the first pitch of the game. After the first pitch is delivered. The umpire should note the time and report it to the home scorekeeper for entry into the scorebook.
11. Will be using an 11" standard softball. Not a safety ball.
12. Ten (10) run mercy rule is in effect after the fifth (5th) inning. Home team will not bat in the fifth (5th) inning if they are ten (10) runs ahead. A full five (5) innings must be played.
13. Six (6) run limit per inning. No runs will be counted after the sixth (6th) run crosses the plate.
14. A team will consist of ten (10) players on the field and free substitutions. Every player must play at least two (2) defensive innings and each team must bat their entire line-up including their bench. Games may be played with a minimum of seven (7) players, but If less than 7 players are available to play on scheduled game night coaches can discuss moving forward with playing the game or rescheduling.
15. Each batter gets five (5) pitches or three (3) strikes, whichever comes first. If a batter hits a foul ball on their 5th pitch or after their 2nd strike, they continue hitting until the 3rd strike is recorded.
16. Bunting is accepted.
17. Infielders (except the pitcher) must play at least 40' from home plate when the ball is pitched
18. Players shall assume normal softball positions. A team shall consist of ten (10) fielders. Four (4) shall be outfielders. Outfielders should be evenly spaced in the outfield, no rovers. Outfielders shall play a minimum of fifteen (15) feet behind the base paths or as indicated by a chalk line drawn on the field at the above-mentioned distance. All defensive positions must be positioned in fair territory when the pitcher delivers the ball to the batter, the only exception to this is the catcher. Once the ball is put into play, all defensive players are free to move to any positions to play the ball or runners.
19. Pitching: Performed by a Coach only. The pitching rubber shall be placed at a 35' distance from the back tip of home plate and the coach must pitch with both feet within the circle. Before each pitch the Coach shall present the ball to the batter to insure the batter is ready before delivery of the ball. The coach must move away from the play being made. If a batted ball hits the coach, it is a fair ball the batter is awarded first base.
 - 19a. The strike zone for coach delivered pitches is the same for player-thrown pitches in all other divisions, (see #19 below). When pitching, the coach must stay within the pitching circle and make every attempt to stay clear of the defensive players after the ball has been hit until the ball is declared dead and back in the pitching circle under the control of the player.
 - 19b. Fielder at the pitching position should wear a helmet for safety.

20. The strike zone will be enforced as defined by ASA as being; when a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's arm pits and the top of the knees. Note: there are already provisions in our 10U rules to limit "walk-a-thons". This rule clarification's purpose is to (1) eliminate on-field debate, (2) to provide uniformity within the league, (3) to properly educate our volunteer umpires, and (4) to allow us to properly develop our players toward correct batting practices.
21. One player can be assigned to be "the pitcher". They will assume a defensive position at one side of the pitch circle. The ball is dead when the pitcher has control of the ball inside the pitching circle.
22. Base stealing: There will be no base stealing in U8.
23. Base running: Base runners may advance as far as they wish with liability to be put out on any batted ball in fair territory.
- 23a. A Base runner must continue to advance if they have crossed the halfway slash on a ball thrown back to the pitcher. They must return to the previous base if they have not crossed the slash mark.
- 23b. Base runners may only advance one base on an overthrow to the base they are attempting to advance to, the ball is declared dead after the first overthrow. **No advancement shall happen on overthrow that is intended for the pitcher.**
- 23c. Runners starting at any base may NOT steal or advance to the next base without the ball being hit in fair territory, but are liable to be put out if they come off the base. There will be absolutely no exceptions to this rule.
- 23d. If a batter strikes out and the ball is dropped the batter is out, the ball is dead and all runners cannot advance, but the ball remains live for the purpose of throwing runners out who are off of the bases.
- 23e. If a runner is observed by the umpire leaving the base before the ball is pitched the umpire will issue a "warning" to the coach of the offending team and allow them the opportunity to correct the error with the player. On a second offense, the runner will be called out.
- 23f. No head first sliding allowed – players may dive back.
24. The home team is responsible for informing the umpire of the game of all the rules contained within this document prior to the game and clarifies any questions appropriately. Youth umpires shall be at least two years older than the age division of the players participating in the game (i.e. a 12 & under game requires that umpire be at least 14 years of age). This applies to both plate and base umpires.

Protests

Lewis County Girls Fastpitch strives to promote a positive learning environment based on good sportsmanship, competition and safety. In the event that there is a perceived possible violation of a playing rule, every effort should be made to bring the matter to a quick, peaceful, and agreeable conclusion for all parties involved. At the conclusion of the play, we encourage that "time" be called and

both managers approach the umpire to calmly discuss any possible misinterpretation of the playing rules and that any corrections be made accordingly by the umpire and for play to resume uninterrupted. In the event that he issues cannot be resolved on the playing field by the parties involved, the following protest procedure shall be followed:

1. The opportunity to protest occurs when the manager gives reasonable indication to the umpire that he/she wants to make a protest. Managers have the right to insist on filing a protest even if the umpire believes the call is not open for protest.
2. Protests are to challenge interpretations of the rules. Judgment calls cannot be protested. Judgment calls include, but not limited to; runner safe or out, ball or strike, fair or foul, legal or illegal pitch, did or did not touch base, or did not leave base too soon on fly ball, was fly ball caught legally or illegally, was it not an infield, fly playing field safe or not safe and any other matter involving only the accuracy of the umpire's judgment.
3. A \$25 fee must accompany all protests, payable to Lewis County Fastpitch.
4. A protested game is a game in which an official protest was properly entered and the game was played to its completion. If the official protest is upheld, the game will be replayed from the point of the upheld official protest. These games will be rescheduled as soon as possible so all situations shall be approximately the same as when the game was officially protested. If the official protest is denied, the game stands as played.
5. In an official protest, the manager will request "time" prior to the next pitch. The manager will then proceed to the umpire and say, "I want to enter an official protest." At that time, if needed, the plate umpire shall allow the manager a reasonable time to give the rule number to enter the official protest.
6. If after requesting "time", the manager is unable to provide the plate umpire the rule number within a reasonable time, the official protest is lost and the umpire calls, "play ball".
7. If, after requesting "time", the manager is able to provide the plate umpire with the rule number within a reasonable time, the manager will proceed to the plate umpire and say, "I formally protest the interpretation of rule # (state rule) by the umpire on the last play." If the protest is based on a misinterpretation of the rule by the umpire rather than a judgment call. The umpire shall change the call to conform to the rule of allowing the game to be played under an official protest.
8. The plate umpire shall notify the official scorekeeper and order the official protest and rule number to be entered at the exact point of the game.
9. The umpire(s) of an officially protested game shall immediately contact the league president, and shall relate their views in writing so that the president will be informed of all facts in order to make a protest decision.
10. The protesting manager shall deliver the official protest in writing with the \$25 protest fee to the league president within 24 hours after the game. If the official protest is upheld, the fee will be returned to the manager, but if the protest is denied, the fee will be deposited into the league's treasury. Failure to deliver the written protest of fee to the president within 24 hours shall result in the protest procedure to be lost.

11. The league president will make the final decision on any playing rules protest, unless the president was a coach during the game under protest, then the final decision will be made by a third-party town league president.
12. An upheld protested game should be scheduled as early as possible as decided by the league president.

Sportsmanship

1. The umpire has complete authority to eject players, staff, or spectators for unsportsmanlike behavior.
2. Managers and staff are responsible for the conduct of their team and spectators.
3. Managers, coaches, team staff, players, and parents may not say things to harass the umpires, pitchers, or players on the opposing team.
4. Bat throwing may be called intentional or unintentional by the umpire. No more than one (1) warning per team will be given. Intentional throwing of the bat in an unsportsmanlike manner will result in the ejection of the offending player. In the case of unintentional bat throwing, the umpire will issue one warning. A second infraction, and all others that follow, will result in the batter being called out and having all runners return to the base(s) held at the time of the pitch (dead ball).
- 5. At the conclusion of the game each team shall give the opposing team a cheer and do a high five line.**
6. Each team is responsible for cleaning out their dugout at the conclusion of the game and disposing of any garbage into an appropriate container.

Pick-Up Players

Teams, during the course of the regular season, that have difficulty fielding a minimum of 10 players for a game may pick-up a player or players from a team from their hometown in the same division or the division directly below for the purpose of playing a game. A maximum of two (2) pick-up players are allowed per team per game. Teams using pick-up players shall not have a line-up of more than eleven (11) players. Teams using pick-up players must inform their opponent prior to the game and provide them with the specific players' identities and the identities of the team the players were picked up from.

Score Reporting

The home team score book will be the official score book for the game. Both teams are responsible for reviewing and comparing score books to verify the score of the game prior to leaving the field. It is the responsibility of the winning team to report scores to their league president by the last game day of the week, (Friday). League presidents will report winning scores to the platform Lewis County Youth Girls Fastpitch is using at the time. Please list division and team division with scores. Failure to do so WILL result in forfeiture of points in league standings, Standings will be posted on the designated platform and will be updated for the week by every Sunday evening.

Make-Up Games

All make-up games must be played by the date of the last scheduled game. The home team is responsible for attempting to schedule make-up games. Coaches are required to make contact within 72 hours to reschedule the game. In the event that there is a difficulty in scheduling a make-up game either by a failure to come up with an agreeable date for make-up or a lack of interest by either team manager to schedule a make-up game, the following procedure shall be followed.

1. The coach or coaches shall make a reasonable attempt to contact each other within 72 hours of game cancellation.
2. The coach or coaches shall report the problem to their town league president.
3. The town league presidents of the affected teams will attempt to resolve the matter by one of the following methods: (a) they will schedule a new date for the game or, (b) they will agree to a forfeiture by one of the teams based on upon the teams' willingness to reschedule or, (c) they will refer the matter to the league president who will review the situation and render a final decision.