

Smithville Girls Softball

Ages 6-8

Updated- 1/7/20

General Rules

1. The maximum age for players is 8 years old before January 1st of the current year. The minimum age will be 6 years old by January 1st of the current year. All exceptions must be approved by Smithville Board of Directors.
2. Each game will consist of 6 innings or 1 hour and 15 minutes, whichever comes first. No game will end in the middle of an inning. Home plate umpire will call official start time of game out loud at the beginning of the game.
3. Regular season games can end in a tie after 1 hour and 15 minutes of play or 6 complete innings whichever comes first.
4. In the event of inclement weather, 4 innings constitutes a complete game. If the home team is ahead, 3 and 1/2 innings constitutes a complete game.
5. If a game is suspended, the completion of the game will be rescheduled and played to the length of time remaining or completion of the innings, whichever comes first. The rescheduled game will pick up where the original game left off and the game will resume until complete.
6. The first game will start at 5:45 pm. All warm ups must be done before game time. The second game is to start as scheduled or immediately after the first game is completed. If it is past the scheduled start time, then no on field warm ups will be permitted. Games with 5:45 pm start time will have on field practice time divided as follows: visitors 5:15 to 5:30 pm and home team 5:30 to 5:45pm. Teams involved in the second game will divide the time equally before the scheduled start time.
7. An official 11 inch hard ball will be used in the league and tournament play.
8. Teams are allowed 1 coach for pitching, 1 coach at 1st base, and 1 coach at 3rd base when playing offense.
9. Coaches are not allowed to aid a runner by touching the runner in any manner until time has been called or play has been stopped by the umpire(s). If the coach aids the runner by touching her, a warning will be given by the umpire(s). After one team warning, it will be an automatic out on the next infraction of this rule.
10. The batting order shall be exchanged between teams prior to the start of the game and must be followed for the entire game. The lineup will include the following: players first and last names and corresponding uniform number.

11. A team MUST field a minimum of 7 players to play a game. The 8th and 9th spot can be vacant but will be called an OUT for each designated 8th and 9th at bat. Any team fielding less than 7 players will automatically forfeit the game. If a game has been declared a forfeit, a practice game can still be played with available players. The games will include umpire(s) as in a normal game situation. All rules will still be in effect with the exception of no outs being taken in the batting order. Game may be ended early, if Board of Directors needs the field to keep the games on schedule. No practice games will occur during tournament play.
12. No fill-in players are allowed for 8U softball league.
13. Except for injury there will be no pinch runners allowed. In case of injury the pinch runner will be the last batted out.
14. There will be NO protested games. All disputes will be resolved on the spot by the umpire(s) and/or league officials.
15. Home team will keep the official scorebook. Scores will be compared at the end of each inning and any discrepancy in the score will be settled by the home plate umpire before the game resumes.
16. Smoking and the use of chewing tobacco is prohibited inside the dugout and on the playing field.
17. Both the visiting team and the home team will be responsible for cleaning up the dugout, stands and surrounding areas at the completion of their game.
18. The batter and runners on base will wear batting helmets with a facemask. This is mandatory. It is “recommended” for girls to have their own batting helmet with facemask, fielder’s facemask, slider shorts and pads. This is NOT required but strongly recommended. All other players on the team that are batting shall remain on the bench in the dugout.
19. A catcher’s mask, throat protector, shin guards, chest protector, and helmet shall be worn by the catcher while in the field.
20. The batter shall remain in the dugout until the umpire calls for her to come to home plate. Any player who interferes with play at home plate shall be automatically called out. No warning will be given.
21. The field shall be marked halfway between: 1st and 2nd base, 2nd and 3rd base, 3rd base and home plate.
22. Bases shall be 60 feet.
23. Each inning will consist of 3 outs or a 5 run limit per inning, with unlimited runs in the last inning of regulation play. If the home team is ahead at the bottom of the last inning, they may bat as long as time allows.

24. During tournament play only, ties will be broken with an extra inning. Each team will start the extra inning with one (1) out and a base runner on 2nd base. The base runner is the last at bat player for the batting team. The first hitter is the next at bat in the batting order. Should another inning be required, each team starts with two (2) outs and a base runner on 3rd base. This will continue until tie is broken. Each extra inning is unlimited runs.
25. The mercy rule is in effect: if a team is leading by 15 runs after four (4) complete innings OR a team is leading by 10 runs after 5 complete innings, the game is ended.
26. Regular season standings and tiebreakers:
 - Season Win-Loss-Tie Percentage
 - Head to Head
 - Season fewest runs allowed. Through first equal amount of games played
27. Each team must bat their entire roster.
28. Six infielders must be playing an infield position (1st base, 2nd base, shortstop, 3rd base, catcher and pitcher). All remaining players are to play in the outfield and must be positioned at least 5 feet into the outfield grass in the grass until the ball is hit.
29. There shall be a maximum of 1 player-pitcher in the circle, which will be located in a half moon shape behind the pitching rubber. The player-pitcher must wear a fielding facemask and have at least one foot inside the circle (or dirt equivalent behind the pitching rubber) until the ball is hit by the batter.
30. There are unlimited defensive substitutions.
31. No stealing or lead offs allowed.
32. Infield fly rule is NOT used.
33. No walks are allowed.
34. Dropped 3rd strike is NOT allowed.
35. No bunting.
36. A 10' arc is made from the first base line to the third base line from the back of home plate. A batted ball that does not cross this line is considered a foul ball.
37. Batter does not receive 1st base if hit by pitched ball.
38. Time will be called by the umpire(s) and play stopped when the defensive team stops the lead base runner from advancing.
39. Time out cannot be called by a coach while the ball is in play. There cannot be more than one (1) team time out per inning.

40. Injuries are not considered a time out.
41. There will be one team warning per game for any player that throws a bat. All players throwing the bat will be called out. When the out is called, it will be considered a dead ball. No runners may advance. No runners may score. This will be a judgement call made by the umpire(s).
42. On any overthrow on a force play, all runners may only attempt to advance one additional base (at risk) regardless of further plays and regardless of where on the field the further plays take place. Successfully taking the one base stops play and the ball must then be returned to the adult pitcher. "Overthrow" means any throw that is not caught, whether due to a throwing error or a catching error. The goal is to limit extra running and encourage making plays in the field.
43. When a live ball is thrown outside the fence or in a team dugout, the runners will get one extra base.
44. Play is dead once the umpire calls "TIME". Umpire will deem the play dead once the fielder stops the lead runner.
45. Stopping the Lead Runner- Defensive players can call timeout but the play is not dead until the umpire calls "TIME". Until the umpire calls "TIME," all baserunners may still advance. The umpire will call "TIME," when the forward progress of the lead runner is halted by the actions of the defensive infield player that has possession of the ball, and the defense is not attempting to make a play on the base runner. This DOES NOT require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls time out, all base runners that are not at least halfway to the next base, must return to the previous base. Outfield positions cannot run to the infield and call time-out.
46. Base runners can advance to the next base when the batter makes contact with the ball.
47. Base runners leaving the base before contact with the ball is made will be called out by the umpire.
48. Base runners may advance to the next base at their own risk on any live ball.
49. Base runners may advance to the next base if they are over halfway mark between bases when time is called by the umpire.
50. Base runners MUST slide to avoid a collision at home or other bases. If the runner DOES NOT slide and a collision is created, the runner CAN be called out by the umpire.
51. The designated coach for the batting team will pitch a maximum of 6 pitches, or 3 swinging strikes per at bat.

52. Coaches will pitch from at least 25 feet away from home plate. Pitching distances will be marked at 25 feet and this line is meant to be used as a pitching rubber, meaning the pitching coach must be in contact with the line when the ball is released. The pitching coach will be allowed to pitch further back behind the designated line/pitching rubber but the coach cannot pitch in front of the 25 foot pitching line/rubber.
53. The batter is out if the ball is NOT put into play after 6 pitches.
54. If the 6th pitch or latter is fouled, the batter will receive another pitch. If the pitching coach is hit with the batted ball, the ball is called dead by the umpire and the batter bats again. The pitch will NOT count towards the total of 6 pitches. All base runners must return to the previously occupied base.
55. The coach-pitcher may not interfere with normal play except to pitch the ball. After the ball is hit, the coach-pitcher must leave the playing field in the opposite direction for where the play is being made, and stay off the field until time is called. If the coach-pitcher does interfere with the play at all, it shall be considered a foul ball and a strike against the batter.
56. The coach-pitcher may give the instructions to the batter while pitching, but may NOT give instructions to the base runners or fielders. The batter becomes a base runner once the bat has made contact with the ball. If there is a play at home plate, the coach-pitcher is allowed to coach that play/slide.
57. Two coaches may be in the outfield for the defensive team through the 5th week of regular season games. Coaches are allowed to help/talk to the outfield players until the pitch is released and contact is made by the batter. Beginning the 6th week of regular season games coaches are no longer allowed in the outfield. There will be no coaches in the outfield during tournament play.
58. All other rules will follow the Little League Softball Rule Book.

By policy... Coaches will instruct their outfield to “make the throw” as outfielder should not be making infield outs. If this becomes an issue a formal amendment will be made to the rule listing.