

S.G.S. Summer Fastpitch Softball

2017 Rules

8u

General Provisions:

1. Pre-Game Contact: Each coach is **responsible** to contact the opposing coach at least seven (7) days prior to the schedule game:
 - a. To confirm that the game is still on the schedule to be played.
 - b. To confirm the location of the field.
2. Umpires: Each team provides one (1) parent umpire. The Head Umpire is from the home team.
3. Rescheduling: If there is a problem with the game schedule date or weather prevents the game, please work with the opposing coach to reschedule the game.
4. Team Rosters: The S.G.S. does not collect team rosters but relies upon the trustworthiness and integrity of all coaches to comply with the USSSA age limitations.
5. Game Balls: Each team shall provide one new or good used 11 inch ball per game.
6. Concussion Training: All coaches *must* complete the service training program on concussions and head injuries as required by Ohio Revised Code, Section 3707.01 *et seq.* This is the state law. The following web sites provide information and the training. Upon completion of the training, a printable certificate will be issued.
 - a. Ohio Dept. of Health: <http://www.healthyohioprogram.org/concussion>
 - b. Training: http://www.cdc.gov/concussion/HeadsUp/online_training.html
7. League Commissioners: Each age division will have a league commissioner who is responsible to assist with any difficulties or respond to questions, as needed.
8. Play Ball! The aspiration of the S.G.S. summer league is to *teach* girls to play fastpitch softball. It is therefore important that all teams play every game on their schedule as friendly, competitive fastpitch softball. Please do not cancel your games but reschedule! If you are short players, borrow players from the opposing team. *Find a way to play the game!*

Game Rules: All games will be played using USSSA Rules except:

1. Time Limit: There is one and one-half (1½) time limit on all games. No new inning shall start after the 1½ deadline from the official start of the game as set by the Head Umpire.
2. Game Length: Six (6) innings is a full game.
3. Run Limitation: Each team may score no more than four (4) runs per inning *except* when a team is behind it may tie the score and score up to four (4) additional runs ahead.
4. Team Line-Up: Teams must bat the entire line-up and may freely make defensive substitutions.
5. Pitchers:
 - a. The OSHAA step-back rule for pitching is allowed.
 - b. Pitching distance is 30 feet.
 - c. A pitcher may pitch only three (3) full innings.
 - d. If a pitcher has four (4) balls on a batter, a coach will pitch the remaining

- strikes. No arc is permitted when a coach pitches.
6. Hitting: No batter may advance on a base on balls or “walk.” Batters must either hit the ball (i.e., put the ball in play), strike out or advance if hit by a pitch.
 7. Bunting: A batter is permitted to bunt when a player is pitching but may not bunt when a coach is pitching.
 8. Base Running:
 - a. Stealing is not permitted.
 - b. There is no dropped third strike rule.
 - c. There is no infield fly rule.
 - d. Base runners must be at least to the halfway line between bases when the ball is returned to the pitcher’s circle to be able to advance to the next base; if not, the runner must return to the last base touched.
 9. Defensive Players: Up to five (5) outfielders are allowed. No more than eleven (11) defensive players are permitted on the field. Outfielders must be on the grass outfield when the ball is pitched but are permitted to cover the bases once the ball is pitched.
 10. Coaches: While a team is on defense, two coaches may be in the field of play to help coach the team.

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