

## 2020 8U, 10U, & 12U Girls Recreation Softball League By-Laws

### LEAGUE AFFILIATION

York, Clover, Fort Mill, Rock Hill and Tega Cay Parks and Recreation youth softball is an unsanctioned league that abides by NFHS softball rules.

### TIME LIMITS

- **8U:** Games are 6 innings long but restricted to a **65**-minute time limit (1 hour & 5 minutes).
- **10U&12U:** Games are 6 innings long but restricted to a **75**-minute time limit (1 hour & 15 minutes).
- **No new inning may start with 5 minutes or less left in the game.**
- **The time limit begins with the first pitch of the game.**
- During the regular season, if the time limit expires and a team is losing by nine (9) or more runs, the game will be over.
- There will be a 15-run mercy rule after 3 innings (2 ½ if home team is ahead) or 10-run mercy rule after 4 innings (3 ½ if home team is ahead).
- **Post season tournament exception:** *If the game is tied when the time limit expires, the international tie breaker rule shall apply. Starting with the top of the “extra” inning, and each half thereafter, the offensive team shall begin its turn at bat with the player who made the last out being placed on second base with **no** outs.*
- **Championship game exception:**
  - **8U:** Games are 6 innings long but restricted to an **80**-minute time limit (1 hour & 20 minutes).
  - **10U & 12U:** Games are 6 innings long but restricted to a **90**-minute time limit (1 hour & 30 minutes).
  - **No new inning may start with 5 minutes or less left in the game.**
  - **There will be no 8-batter rule beginning in the 4<sup>th</sup> inning.**

### GAME BALLS

The home team will provide one (1) new ball and the visiting team will provide one (1) playable ball for all regular season games.

### OFFICIAL SCORE BOOK

The home team will occupy the third base dugout and the Scorekeeper of the home team shall keep the Official Scorebook.

### REQUIRED NUMBER OF PLAYERS

- **8U:** Each team will play eleven (11) defensive positions. There will not be a catcher in this league. Each team will play with a defensive line up of a pitcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, Shortstop, 3<sup>rd</sup> baseman and 6 outfielders. If one team only has eight (8) players, then their ninth (9<sup>th</sup>) batter will be an out.
- **10U & 12U:** Each team will play ten (10) defensive positions; pitcher, catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, Shortstop, 3<sup>rd</sup> baseman and 4 outfielders. If one team only has eight (8) players, then their ninth (9<sup>th</sup>) batter will be an out, and the other team will still play ten (10).
- **Player Sub:** Teams that arrive with 7 or 8 players are allowed to pick up a maximum of 1 Sub to play for them that game. Teams with 9 players cannot pick up a Sub and must play with 9. The Sub must already be rostered on a team in that age group to be eligible to play. The Sub must be in their own team’s jersey, play RF, and bat last in the line-up for the entire game. Coaches are required to notify the opposing head coach and umpire that the Sub will be used in the game.
- All divisions will use a continuous batting order
- Children must play a minimum of six (6) defensive outs.
- **Free defensive substitution** is allowed at anytime during the game. This means that any player can report to any position regardless of where she is in the batting order.

### Defense

- **8U:**
  - All defenders must be even with the bases before the ball is pitched.
  - The player fielding the pitching position must have at least one foot inside the circle.
  - Outfields must be in the outfield grass prior to the ball being pitched. Special consideration is given to larger dirt infields where outfields may begin 3 steps in from the outfield grass.
  - If a thrown ball hits the fence or anything else out of play there will be a dead ball called by the umpire and all runners will advanced one base.
  - In a **live ball** situation all players are required to throw the ball to the player (not adult/coach) at the pitcher position in the circle for time to be called.
  - (2) Two defensive coaches are allowed in the outfield while their team is on defense. However, coaches must remain in the outfield at all times and may not enter the infield unless there is an injury that has stopped play.

### **PITCHING**

**8U:** Coaches will pitch from 35ft. and within an 8ft. circle drawn around the pitching rubber. An offensive coach will pitch to her/his own team and he or she must pitch in an under-handed “softball” motion from **within the circle**.

- The coach pitcher must have both feet inside the pitching circle. A batted ball which hits the coach that is pitching is considered a dead ball/no pitch.
- Once the ball is put into play, the coach pitcher must make an attempt to vacate the infield while the ball is live.

**10U:** Players will pitch from 35ft within an 8ft. circle.

- No dropped third strike

**12U:** Players will pitch from 40ft within an 8ft. circle.

- When the catcher fails to catch and maintain the third strike the batter will have an opportunity to advance to first base if:
  - There are less than 2 (two) outs and 1<sup>st</sup> base is not occupied.
  - There are 2 (two) outs regardless of baserunners.

There is no limit on the number of innings players are allowed to pitch. However, it is encouraged that coaches use more than one pitcher during games.

### **Hitting**

- **8<sup>th</sup> Batter Rule**
  - Teams will use the “8<sup>th</sup> Batter Rule” (once the eighth batter of the half inning reaches their turn at bat there are automatically two outs). The inning will continue as normal until either the eighth batter scores or another out is made. The inning ends as soon as the eighth batter crosses home plate (any run scored after the eighth batter will not count)

**8U:**

- Each batter may receive up to (6) pitches (on the sixth pitch the hitter must put the ball in play or they will be out).
- If a batter gets 3 strikes, they are out.

### **Base Running**

- Runners are not required to slide when approaching a base. However, the runner must make every attempt to avoid contact on close plays.
- Players cannot slide head-first unless it is a base they have already gained possession of.

**8U:**

- No Stealing is allowed

**10U & 12U:**

- Runners are entitled to advance with liability to be put out when the ball leaves the pitcher's hand on delivery. This includes all bases, including home.
- There is no "Look Back Rule." However, runners may not "bait" a pitcher while she has control of the ball inside the pitcher's circle. If an umpire determines the runner is attempting to entice a throw from the pitcher, she will be called out.

**Protests**

Protests must be filed with your own league's softball coordinator within 24 hours for it to be considered.