

2010 Ararat Youth League Softball

Ages 8 and Under

GAMES:

1. Time limit on games 1 ¼ hours. Game time starts when first pitch is thrown.
2. Games will begin at 5:30 p.m. on weekdays with the field available at 5:00 p.m. with 15 minutes per team for warm-ups. **Richmond, Lisbon and Durham will begin at 6:00 p.m. home and away.**
3. There will be a 5 run maximum in each inning.
4. All teams will use 11” softballs. Next year...think about a 10” softball?
5. Home coaches shall notify visiting coaches as early as possible when canceling games due to inclement weather.
6. The offensive team is responsible for a home plate umpire (see # 8c below).
7. Each team shall have a scorekeeper to maintain proper batting orders.
8. All teams shall be encouraged to start on time and play as fluid as possible. One of the pitfalls of softball is the lack of “action”. A few items to help speed up games include:
 - a. Catchers should leave shin guards on between innings, unless she is up to bat. Have a parent help get the catcher dressed after 2 outs.
 - b. Defensive coaches are encouraged to help on the field (and may be out in the outfield area), they should help to speed up play not stop play to instruct during the course of the game.
 - c. An offensive coach that can help the batter, should also help to back up the catcher and will be the umpire for that half an inning. (In baseball at the rookie level, to speed things up 2 buckets are used, one at the mound with 7 balls, one at behind home plate that is empty. If pitches are thrown and not hit, the catcher or coach backing up the catcher places the ball in the empty bucket. After the 7th pitch, the buckets are quickly exchanged...only a suggestion).

PITCHING:

Coach pitch only (or machine). Defensive team will place a player at the “pitching” position to play all balls hit to that location. Each player will get 7 pitches. No walks. If on the last pitch the batter swings and misses or does not swing at a strike, the player will strike out. If on the last pitch, the player hits a foul ball, she will get another pitch. If the last pitch is not hittable, the coach will pitch another ball to the player.

FIELDING, BATTING & RUNNING:

1. There is not limit of players on the field (although it is encouraged to have no more than 12). The extra players **MUST** play in the outfield and may not, at any time, be positioned in the infield diamond. Other than the “pitcher” and catcher, only 4 defensive players will be allowed to play infield (1st base, 2nd base, 3rd base and short stop).
2. All players will bat in rotation, whether or not they are playing in the field at the time. The batting order will stay the same for the whole game.
3. A runner may advance one base on an overthrow **to first base only**. If a fielder makes an overthrow to any other base, the runner must remain at the current base.
4. All runners must stop at the current base when an attempt is made to return the ball to the pitcher around the pitching mound.
5. No stealing or advancing on passed balls.
6. “Feet-first” sliding may be used if taught by the coaches. “Head-first” sliding will not be allowed.
7. Bats must be dropped or placed on the ground as the runner begins to run.
8. Base coaches are encouraged to stay near 1st and 3rd bases The coach may not run along the side of the players running the bases.

CLOTHING:

1. Helmets must be worn to bat and run the bases and must remain on their heads until they are off the field.
2. Catcher must wear full gear.
3. Long pants are strongly recommended for all games and practices to avoid serious cuts and bruises. For safety reasons it is suggested that players wear some type of athletic wear (wind pant or sweat pants) and not large flares. Hats or visors, if worn, must also be worn during all games in a forwards manner (not backwards). No jewelry. No sandals.

CONDUCT:

1. Spectators, coaches and players are expected to set an exemplary standard of behavior with the best interest of the athletes in mind. Good sportsmanship conduct will be expected at all times. The umpire has the authority to remove any coach, spectator, or player from the field area if problems arise.

2. No coach or spectator will be allowed to smoke or use any tobacco products on or near the playing field during practices or games. No alcoholic beverages will be allowed on or near any playing premises.