

**LEXINGTON COUNTY SOFTBALL
2008 YOUTH RULES
8 & UNDER-SLOW & FAST PITCH**

1. All equipment must be kept in dugouts during games.
2. Players are to remain in the dugout during the game
3. Shoes will be worn at all times. No metal spikes! Tennis shoes or rubber cleats are recommended.
4. No jewelry of any kind can be worn in games.
5. A team may have a maximum of three coaches in a dugout along with a scorekeeper.
6. All coaching will be done from the dugout or coaches box.
7. A coach desiring that a child not play for disciplinary reasons must first receive approval from the league officers and then notify the opposing coach before the game starts. In all other cases all players will be required to start and finish at least two (2) complete innings. To assure yourself that all players play at least two (2) complete innings all players must be put in ballgame by the start of the fourth inning.
You can take a chance and wait until the top of the fifth or sixth inning to insert players, but if you do, they must play a full two- (2) innings.

EXAMPLE:

If you wait until start of fifth inning to insert a player or players, you must complete six (6) full innings. If you wait until the start of sixth inning to insert a player or players you must complete seven (7) full innings. If you are home team and you put in all your players by the start of the fourth inning and you don't have to bat or complete your turn at bat in the bottom off the fifth, this counts as a complete inning). **Failure to abide by these rules will result in an automatic forfeit.**

8. Only the head coach from each team will be permitted to approach the umpire for an explanation of a call.
9. Coaches are responsible for their fans. A game may be forfeited with repeated warnings to fans.
10. Any coach who is ejected from a game will be suspended for one (1) game. If he or she is ejected for the second time, they will be suspended and must come before the board of that league and the Recreation Commission, for reinstatement.
11. Bat slinging will not be allowed. Players guilty of bat slinging may be warned the first time. For the second offense, the player will be called out.
12. There will be a ten-minute grace period for the first game. None for the second. You must have a minimum of nine players to start the game, however on arrival of the tenth player, she automatically becomes the tenth batter and takes her place on defense. If on arrival of the tenth player she bats in any other position except the tenth, then it becomes an appeal situation. (See USSSA Rule Book –batting out of order, BATTING.)

13. If all subs have been used and the tenth player gets hurt to where she can't finish or if she must leave the park, the game may be finished with nine players. In this case, you would strike her name off the scorebook for the rest of the game and skip over her in the batting order. (This rule also applies if you use eleven (11) players).
14. In **ALL SLOW PITCH** age groups teams will be allowed to score a maximum of ten (10) runs per inning. In **ALL FAST PITCH** age groups teams will be allowed to score a maximum of five (5) runs per inning.
15. Any **SLOW PITCH** team that is ahead by twelve (12) or more runs at the end of five (5) complete innings (four and one half (4 ½) if the home team is winning) will be declared the winner. Any **FAST PITCH** team that is ahead by ten (10) or more runs at the end of five (5) complete innings (four and one half (4 ½) if the home team is winning) will be declared the winner.
16. In any league that a coach pitches, there will be a maximum of eight (8) pitches to each batter. After the eighth (8) pitch if the batter has not hit a fair ball, foul ball that is caught in the air, or struck out, she will automatically be called out.
17. No new inning will start after one hour and FIFTEEN minutes, except in case of a tie, However, the inning you are in will be completed and the game counted regardless of innings played. Tie game will continue until you have a winner. The umpire's time will be official.

For **SLOW & FAST PITCH**, In the event of a tie or if time expires the international tie breaker will go into effect the next new inning regardless of the inning you are presently in.

18. In case of rain, a game that goes five innings or 4 ½ if the home team is ahead a winner will be declared. A game that does not go the full five innings will be picked up from the point it was stopped.
19. The umpire must be notified of intent to protest at the time of the infraction before the next pitch is thrown
20. A coach must send a written statement to the league officers within forty-eight hours of the game, stating the reason of the protest.
21. Although the Recreation Department appreciates any improvement you might make to your park, please be advised no equipment or improvements will be allowed without prior approval from this office.
22. All player's on offense, whether batting or on base must wear a NOCSAE approved batting helmet. **FAST PITCH MUST WEAR A FACE MASK/GUARD WITH THE HELMET.**
23. All balls must be .47 COR.
24. **For 11 & Under Fast Pitch the 10 & Under Fast Pitch Rules will apply. This includes NO running on the DROP THIRD STIKE and NO INFIELD FLY RULE.**

EXCEPTION TO USSSA RULES FOR MINI'S

1. A ball thrown into foul territory is dead. Runners are awarded the base to which they are headed, if advancing to a base. **EXCEPTION:** An overthrow at homeplate, the ball is alive, runners can advance at their own risk.
2. Pitcher-coach is free to pitch from 35 foot rubber to 12 foot circle as needed, as depending on the ability of the batter.
3. Pitcher-player takes a position on either side of pitcher-coach, (pitcher-player must be inside 12 ft. circle) to see batter and can move forward beside pitcher-coach when the coach moves toward the batter to pitch.
4. Batted ball must pass home plate circle (12 feet) to be fair.
5. Batter and base runners must wear helmets.
6. No more than 10 runs per inning per team.
7. A one hour and FIFTEEN minute time limit.
8. Other infielders are not allowed to approach closer to home plate than pitcher-player.
9. Pitcher-coach should leave playing field after the ball is hit. Unintentional interference by the pitcher-coach is still a live ball. Intentional interference by the pitcher-coach, ball will be dead and the batter out and no baserunner can advance.
10. One defensive coach is allowed on the field, either side of the diamond between the coaches box and the batter's circle.
11. Eight pitches per batter. The batter may strike out, but balls and strikes will not be called. If batter has not hit after the eighth pitch, the batter will be called out.
12. **A game may begin with a minimum of 8 players. You may only have a maximum of 10 players on defense. EVERYONE on your roster may have a turn at bat (batting line-up is unlimited)!**
13. **In the event of a tie or if time expires the international tie breaker will go into effect the next new inning regardless of the inning you are presently in. The last batter of the previous inning will be placed on second base and 2 outs.**