

8 & U DIVISION OF CENTRAL OHIO GIRLS FAST-PITCH

OHIO HIGH SCHOOL RULES WITH THESE ADDITIONS (REVISED 3-10-24)

1. Home team supplies umpires and game balls.
2. No player shall participate who will be 9 years old before January 1st of that year.
3. Any player who is listed on the roster turned into the league secretary for this age division may not play at a lower age division.
4. Rosters must be turned in to league secretary at scheduling meeting in paper format. Any games played prior to turning in roster will be forfeited.
5. League fees must be paid to treasurer by scheduling meeting.
6. Birth certificates and copy of roster must be available at each game. If not available, team not having birth certificates will be forced to forfeit.
7. Both teams will report game results to the league secretary within 48 hours.
8. Cancellation and rescheduling games: Games must be canceled more than 7 days before game date, except for weather related reasons, coach's emergency, school functions, or no-show of an umpire. A game will be forfeited if not canceled more than 7 days prior to game day. Games must be rescheduled to be played before tournament draw.
9. There will be a formal pre-game conference between head coaches and umpires prior to the game to discuss the strike zone, ground rules and set the official start time.
10. All bats used must be official fast pitch softball bats or t-ball bats or approved for use by the opposing coach prior to the game. Penalty- batter automatically out.
11. 11" optic yellow leather balls must be used.
12. Any game in which a team roster consisting of less than 9 players will be forfeited.
13. If a team has only 9 players, the missing position in the batting order will not be counted as an out. If a player arrives after the game has started, they will be placed at the end of the batting order.
14. Any player who is injured or must leave due to an emergency will not be counted as an out. The injured player may re-enter the game in their original position in the batting order once they are determined to play. If hurt in play they can be allotted a courtesy runner (the last out).
15. Teams using ineligible players shall forfeit all games in which that player participated.

16. Games will be 7 innings in length, with a 2 hour time limit: An inning may not be started any time after two hours from the official start time. As soon as the 3rd out is made, the inning is over and the next inning begins. An inning may be started as late as one hour fifty-nine minutes from the official start time unless both coaches agree to end the contest.

17. International tie-breaker:

- a) When the teams are tied and going into the 8th inning or at the start of an inning after the 2 hour time limit, each team starts each inning with a runner on second base. That base runner is the batter-runner (player at bat) when the last out was made in the previous inning, and no substitute or courtesy runner may replace her until she has reached third base

18. Ending an inning will be accomplished by 3 defensive outs or 5 run limit. Teams can score a maximum of 5 runs per inning.

19. Mercy rule:

- a) 11 runs after 5 completed innings
- b) 6 runs after 6 complete innings.

20. All players must play a minimum of 2 full innings per game which must be completed before the end of the 5th inning of the game unless a player is being disciplined by the coach. This action must be reported prior to the start of the game.

Penalty: Game will be forfeited for violation of this rule.

21. A game will be considered official after 4 full innings. If less than 4 full innings have been played at the two hour time limit, the game will be considered an official game.

22. If an umpire calls a game due to darkness, that game will be completed at a later date.

23. Games that are canceled due to weather or inclement circumstances prior to the 2 hour time limit, it will be resolved as follows:

- a) If 4 full innings or more have been completed, the game is official, with the scores reverting back to the last completed full inning.
- b) If less than 4 full innings have been completed, the game will be replayed at a later date in its entirety. Makeup date and time is to be determined and agreed upon by both head coaches.

24. The batting order will include the full team roster for the entire game.

25. Free substitutions. Players may re-enter the game.

26. The defensive team will consist of 10 players. There will be 4 players in the outfield. No short fielders will be allowed.

27. The infield fly rule does not apply.

28. The rules for leading off the base are as follows:

- a) Base runners may leave the base after the ball leaves the pitching machine (pitcher's hand).
- b) First time the runner leaves the base early it is a team warning, all subsequent runners are out.
- c) Base runners may not steal or advance on a wild pitch, passed ball, or the throw from the catcher back to the pitcher.
- d) Base runners may only advance 1/3 of the distance toward the next base.
- e) Distance is to be marked by the home team at the start of the game. Runners can only go out to the line. Penalty: The runner is out.
- f) Base runners can advance once the ball has been released from the catcher's hand on a play at their base.

29. When the ball is overthrown at any base, including a pitcher, the base runner(s) may only advance one base, at their own risk, per batter. *Example: An overthrow to first base, a runner can advance to second with the risk of being out. If the ball is overthrown to second base, there is no advancement to third base.*

30. The batter may not advance to 1st base on a dropped 3rd strike.

31. The batter cannot show bunt pull bat back and swing away. Penalty: Dead ball, batter automatically out.

32. An adult (18 years of age or older) from the offensive team will feed the balls into the pitching machine.

33. All batters will be given no more than 4 pitches (unless the ball is hit into foul territory and not caught by a defensive player in the air.)

34. Umpire has the final ruling on the 4th pitch if it is a wild pitch, provided the batter does not swing.

35. AL SCHULTICE RULE: No intentional walks.

36. The defensive player in the pitching position must have one foot in the circle and one foot outside of the circle and be even with the line or behind the pitching machine until the ball is released from the machine. The pitcher must remain in a stationary position until the ball is released from the machine and is not permitted to "creep", or make any other movement that is viewed as a distraction to the batter by the umpire.

37. While the ball is in play, if a throw by a defensive player strikes the machine, the ball is dead.

38. The person feeding the pitching machine will make every attempt to move (DUCK DOWN) so as not to interfere with the defensive players, unless delivering a pitch or receiving the ball from the pitcher.

39. The person feeding the pitching machine is considered part of the pitching machine.

40. The pitching machine is to be at 40 feet, and set at 39 mph on the pitching machine dial. It must be centered over the pitching rubber with a chalk line across the circle in line with the rubber. An 11" sleeve is required for the pitching machine.

41. Pitching machine may be adjusted as necessary, with umpire approval.
 42. If the home team supplies an umpire (not a parent), that umpire will umpire the game by themselves or two volunteer parents will umpire in games, one from each team. It is recommended they rotate positions by inning unless otherwise agreed by the coaches.
 43. No coaches at this age division or immediate family of players will be allowed to umpire games at this age division, unless agreed upon by both coaches.
 44. All runners must avoid contact. If runner initiates contact, they will be called out.
 45. An unintentional thrown bat- 1st time team warning, all subsequent batters that throw the bat on that team are out.
 46. Catcher can't taunt batter, nor can the defensive players say "swing".
 47. Catchers must be in a catchers squatting position (not standing).
 48. No metal cleats.
 49. Kid pitcher must wear a helmet with a mask.
 50. Once the lead runner is stopped, the play is dead. Dead ball or time will be called and the ball is thrown back to the pitcher with no risk of runners advancing. Once a base runner has committed back to a base the runner must return to the base.
 51. Ball must be thrown or handed to pitcher, no rolling ball.
 52. Defensive team allowed up to 2 coaches in the outfield, behind the outfielders.
- Coaches will make every effort to get out of the way of hit or thrown balls.
53. It is required that 5 or 6 year old T-ball players be brought up to fill vacancies on a team (a call-up player must wear her team uniform). If a community has no t-ball program, they may pull a female 6U softball player laterally. These players must be on a roster from a team in your youth league. Teams using ineligible players shall forfeit all games in which that player participated.
 54. A hit ball that strikes the machine will be a single and base runners will advance to next base.
 55. At the beginning of season, prior to scheduling meeting, a team must declare if they will use the pitching machine or be a coach pitch team. If machine pitch, then all the rules from 1-54 apply. If coach pitch, then rules 32,34, 37, 39, 40, and 41 would not apply and would be replaced by the following rules.
 56. Pitching rubber would remain at 40' and corresponding circle would be drawn based on this distance. Kid pitcher would play position based on this circle.
 57. An adult (18 years of age or older) pitches underhand to the batter with their back foot no closer than 27'.

58. If the ball strikes the pitcher/coach, the ball becomes dead and the batter/runner is awarded one base and any runners on base are awarded one base.
59. The height of the pitches can be no higher than the top of the batter's helmet. If pitch is higher than the batter's helmet, then no pitch shall be called by the umpire and another pitch thrown to the batter. This ball cannot be put in play.
60. Players can't bunt off of coach pitch.