



Grades 6-8 Softball

A. Post-Practice/Game Clean-Up

1. SCVAA is a community organization and thus a sense of pride and responsibility should be taken for the facilities used.
2. It is the responsibility of both teams to pick up the trash and garbage around the field at the end of a practice or game. Teams with the final game of the evening have ultimate responsibility for the condition of their side of the playing field, including trash and garbage around the field, in the dugouts, and the bleachers.
3. Each Coach is responsible for their bench area and ensuring their players clean up after themselves. Coaches are encouraged to bring a trash bag and together with the players and parents, leave the field and surrounding areas cleaner than it was found.

B. Eligibility

1. Players must be registered with SCVAA to participate in a softball game.
2. Players must play at their own grade level.

C. Losses

Occur if:

1. A team fails to appear at the game site by the game start time.
2. An unregistered player is used.
3. A player of the **same age group**, registered to another team in the SCVAA team is used.
4. A player from an **older age group** is used.
5. A team has less than eight (8) players.
6. The teams can still play if the above requirements cannot be met.
7. The team that cannot meet the requirements will have a loss recorded, while the other team receives the win.

D. Home Team Duties

1. Provide a new game ball.
2. Provide an umpire if the scheduled umpire does not show for the game.
3. Cancel games due to weather one (1) hour before game time and contact the umpire coordinator. Umpire coordinator contact information can be found at scvaa.org. If there is a cancellation after one (1) hour, it is the responsibility of the umpire. If the game is canceled, rescheduled game dates must be reported within ten (10) days of original game date to softball@scvaa.org.

E. Rescheduling Games

1. Shall be played using either team's scheduled practice field.
2. Rescheduled game dates must be reported within ten (10) days of the original game date to softball@scvaa.org. Rescheduled game dates reported eleven (11) or more days after the original game date will result in the final outcome of the rescheduled game to be recorded as a loss in the regular season standings.
3. Home coach shall contact the umpire coordinator at least four (4) days prior to the rescheduled game. Umpire coordinator contact information can be found at scvaa.org.

F. Coaches



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1. All head coaches shall complete the Trusted Coaches training prior to receiving equipment, practice field and team roster. At no cost to the coach, their training will include First Aid, Concussion, Positive Coaching and also include a background check.
2. Any coach must have an assistant coach or team parent present at every practice and game for safety reasons.
3. Coaches on the bench shall remain out of play and behind the fence/bench during the game.

G. Base Coaches

1. All coaches under 18 years of age must wear a helmet when base coaching.
2. Coaches may not touch the base runner while play is alive. Runners will be called out if this occurs.

H. Umpires

1. Must wear a mask.
2. Will be arranged and provided through SCVAA.
3. Shall meet with the coaches prior to the game to answer any questions and to establish the out of play area.
4. Shall record the score of the game and submit to softball@scvaa.org, include: team names, score, grade and date.

I. Zero-Tolerance (sportsmanship)

1. Arguing balls and strikes, criticizing umpires calls, arguing with umpires and the other teams or any other forms of poor sportsmanship will not be tolerated and are all grounds for ejection for coaches, players and fans.
2. Profanity will result in the ejection from the game, the field and the spectator area of the guilty person. This can be a player, coach or spectator.

J. Injury

1. All play will stop immediately for any injury.
2. Any injured player having an opened wound, will receive first aid immediately and may be substituted until the injury is covered. They shall return to their field position and normal batting position if or when they are able to return.

K. League Tie

1. For two (2) or more teams with the same win/loss record in the league standings, the following will be used to break the tie.
 - i. Head to head record.
 - ii. Most runs, averaged per game.
 - iii. Least allowed runs, averaged per game.
 - iv. Draw from a hat.

L. Time Limit

1. No new inning shall start after 55 minutes of play or seven (7) innings, whichever occurs first.
2. Games shall end after a full inning has been played, regardless of the score.

M. Playing Time



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1. Playing time shall be distributed equally amongst players.
2. Players can play a maximum of three (3) innings at any one position (including pitcher) and should rotate from infield and outfield positions. Catcher will be considered an outfield position.
3. Coaches shall have player positions ready before the game, to maximize playing time for all and to keep the game moving.

N. 5 Run Rule

1. Five (5) runs per inning are the maximum runs that can be scored.

O. Equipment/Uniforms

1. All extra equipment (buckets, bats, balls, helmets, etc.) shall be kept out of play and behind the fence/bench during the game.
2. A new 11-inch soft-core ball shall be used as the game ball.
3. Official softball bats must be used. No baseball bats.
4. Helmets must be worn by all base runners, on-deck batter, current batter and base coaches under 18 years of age.
5. All catchers must wear a face mask to protect against injuries.
6. Pitching masks are required for pitchers (no exception).
7. Infield masks are required for grades 4-8.
8. All players must wear tennis shoes or rubber cleats, no bare feet or sandals. No metal cleats or shoes with removable spikes are allowed.
9. No shorts allowed during games for grades 4-8. Please wear softball pants and socks.
10. T-shirt/jersey will be supplied by SCVAA.
11. A new 11-inch optic red stitch ball shall be used (no soft-touch ball allowed) as the game ball.
12. Official softball bats must be used. No baseball bats.

P. Field Layout

1. Pitching distance is 43 feet.
2. Field is broken into play areas, foul areas and out of play areas. The ball is dead once it enters the out of play area. Coaches and the umpire will go over these areas before the game begins.

Q. Pitching

1. Pitching distance is 43 feet.
2. Pitcher can take up to eight (8) warm up pitches before the first inning and up to five (5) pitches between innings.
3. Pitcher can take 1 (one) step beyond the pitchers rubber when the ball is released.
4. No windmill pitch will be allowed.
5. The STRIKE ZONE is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes her natural batting stance adjacent to home plate. Any part of the pitched ball that passes through this zone is a strike.
6. Pitchers must finish pitching to one batter in an inning before being removed, unless the pitcher is injured.



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7. If a pitcher has difficulty throwing strikes, please change the pitcher as soon as possible. Pitchers may return to the mound later in the game. Every girl doesn't need to pitch, but you should try to have a few girls that can pitch.

R. Batting

1. Roster batting will be used. No player may return to bat until all other team members have batted.
2. The batting order shall not change during the game.
3. A thrown bat is by the umpire's discretion, a warning or an automatic out and the play is dead.
4. A tipped ball by the batter has to be above the batter's head to be an out.
5. There will be (3) balls and (3) strikes, with one (1) courtesy foul ball on the last strike.
6. If the courtesy pitch results in a ball not in play, this counts as an out.
7. No bunting or chopping the ball is permitted.

S. Running

1. No leading off. Runners may leave the base only after the ball is hit.
2. Runners may advance one base on all overthrows, at their own risk.
3. If the ball goes into the out of play area, the player shall advance one base and the ball is dead.
4. Runners may advance extra bases when a hit ball enters the outfield.
5. A runner shall be out when struck with a fair untouched batted ball while not in contact with a base and before it passes another infielder including the pitcher. The ball is then dead.
6. A runner shall be awarded the next base when obstructed by a fielder while between the bases or after rounding a base, unless the fielder is trying to field a batted ball or had possession of the ball to tag the runner.

T. Fielding

1. 10 fielders shall be used, 4 in the outfield and 6 on the infield.
2. No infield fly rule shall be used.
3. A fielder shall touch the side or edge of the base while trying to make a play at the base.
4. Fielders may not block any base path.

U. Suspension of Play

1. "Time" will be called by the umpire when the pitcher has control of the ball in the infield and when, in the judgment of the umpire, all immediate play is apparently completed. Runners who are between bases must immediately return to the last base they touched. Runners who do not immediately return to the last base touched or advance to the next base will be called out.

T. Innings

1. An inning shall consist of three (3) outs or five (5) runs, for each team, whichever comes first. Once the 5th run crosses home plate, the coach will announce this to the opposing coach, therefore ending the inning.

U. End of Year Tournament

All rules as described above shall be followed except the following:

1. **5 Run Rule**



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1. No run limit per inning.

2. Innings

1. An inning shall consist of three (3) outs for each team.

3. Winning the game

The game is done when any of the following has occurred:

- a. Either team is leading by 15 runs after 3 innings, 12 runs after 4 innings or 10 runs after 5 innings.
- b. 7 innings have been played and one team has more points.
- c. Maximum game time has expired and one team has more points.

4. Breaking a Tie

A game that is tied shall be continued by playing additional innings until one team has scored more than the other. This shall be done by placing the last batter of the previous inning at second base at the start of each team's at bat.