

NPYL SOFTBALL
Girls
8 and UNDER LEAGUE RULES

The governing rules of play will be the officially recognized current Babe Ruth fast pitch rules with the following exceptions:

1. Any child who is seven, but not older than eight years old as of January 1 of the current year will be eligible to play. The League Chairman and the Director of Softball must approve any exceptions. The League Chairman and the Director of Softball must approve any parent, who is wishing to move down their child.
2. 8 under League teams will ideally consist of 12 players. Each player on the official roster will play the entire game unless:
 - a. A player is injured or becomes ill.
 - b. A player is under disciplinary action. The opposing manager and the umpire must be notified before the start of the game.
3. The infield will consist of 6 players with all other players assuming defensive positions on the outfield grass. No infielder will be positioned closer to home plate than the pitchers rubber before the release of the pitch.
4. 11-inch softball will be used.
5. There will be a maximum of 4 adults in the dugout.
6. “Dropped third strike” and “infield fly” rules will not be employed.
7. For the safety of the kids, helmets must stay on until the player reaches their dugout. If a player takes their helmet off before reaching their dugout a team warning will be given and the next infraction will be an out.
8. No base on ball will be awarded. A coach of the offensive coaching staff will pitch 5 pitches to achieve a fair-batted ball. A pitch is a ball or swinging strike. Foul balls will be treated as normal Babe Ruth rules. Three strikes and the batter is out. Failure to achieve a fair-batted ball in 5 pitches will also constitute an out. However, if the fifth pitch is hit FOUL, the batter would receive a pitch for each additional foul ball.
 - a. A defensive pitcher’s helper will be in the pitching circle with the offensive coach. The defensive player may not stand in front of the coach, but may stand along side the offensive coach.
 - b. The Pitcher from the offensive staff must start the pitch with at least one foot on the rubber.

9. All pitchers will pitch from the 35ft rubber. A league 7 and league 8 year old must pitch one inning before the third inning. A league 7 year old pitcher must pitch until one out is achieved. Two feet on the rubber pitching rule will not be enforced. One inning consists of three outs or five runs in an inning. Umpires will call balls and strikes. Pitching will continue until the batter strikes out, puts the ball into play, or walks. If a walk occurs by a 7 or 8 year old the walk rule 8 will be applied. The batter will only receive 5 pitches to achieve a batted fair ball. The batter would receive an additional pitch for each foul batted after the 5th pitch. The player/pitcher will remain the pitcher's helper when the offensive coach enters.
10. All players will play at least two defensive innings in the infield. The catcher's position will be considered an infield position. One of the mandatory defensive innings must be completed within the first four innings.
11. No base runners may leave a base until the pitched ball crosses the plate. If the ball is not hit or the batter strikes out, the base runners must return to the base.
12. The distance from home plate to the pitcher's rubber will be 35 feet.
13. The offensive half of the inning will continue until 3 outs are made, or until 5 runs have scored.
14. Six innings will constitute a regulation game. An 10 run rule after 4 innings will be in effect. Four innings will constitute an official game if shortened by time limit, weather, darkness, or called by the umpire.
15. The 16-foot diameter rule applies. In addition, hash marks will be placed between 1st and 2nd, 2nd and 3rd, and 3rd and home. These will be used to control base runners that have not passed the halfway point when control of the ball has been made by the pitcher's helper. Note: an umpire can call time when a batted ball is hit into fair play. Play can be stopped when the defense stops the lead runner and asks for time out or the pitcher's helper has the ball under control in the 16 foot diameter circle. If any part of the runner's body is beyond the hash mark before the ball is in control within the 16-foot diameter circle, the runner is granted the base.
16. Continuous batting order will be used.
17. No bunts will be allowed.
18. If the pitcher's helper catches a ball within the circle, she has an option to make a play on the base runners.
19. 2 Defensive coaches may be in the outfield behind all players. The intent is for instruction only!

20. A maximum of 2 bases from the time of the pitch can be achieved by the hitter and all base runners for any ball thrown to first base that is not in reasonable control of the defensive player and shall be considered an overthrow by the umpire. One base on an overthrow, The play ends as usual with the “pitchers helper” having control of the ball in the circle or a defensive infielder stops the advance of the lead runner (request/receives timeout from the umpire). Hash marks are called as usual. Once the play ends the umpire will make sure that each offensive player advanced a no more than the maximum of 2 bases. Base runners may NOT advance beyond the maximum 2 bases even if additional defensive plays are attempted. (Ex- Runner is on First when ball is hit. After the overthrow occurs, the base runner cannot advance beyond third and the batter could not advance beyond second for any reason!) INTENT: To develop defensive throws to first base

21. An outfielder (positions(8) Left Center (9) Right Center who fields a ball in her normal area of play may run to the base they cover and tag the base for a force out, even if more than 3 steps are required.

22. Any defensive infield player may stop the advance of the lead runner and ask for a time out from the umpire. .