

RYFSA Playing Rules and Guidelines -8U

- * This is an instructional league designed to teach players the basic skills necessary to compete as they progress to more advanced leagues. There will be less of an emphasis on who won/lost than on teaching softball fundamentals.
- * Game nights are on Thursdays between the same teams on the same field starting at 6:00. The first half should be played for 40 minutes and then take a 10 minute break before starting the final 40 minutes. Coaches/parents are responsible for umpiring the games (typically it is the coach who is operating the pitching machine).
- * Both games will utilize a pitching machine, which the home team is responsible for providing.
- * Hoffman Rule for batting (all players bat whether playing in field or not). When it's their turn to bat, teams are encouraged to bat all players on their team (once) and then switch to the field.
- * Each team will consist of 10 players in the field. Due to batting the entire lineups, a coach may begin substituting players during the course of an inning, rather than having a player sit out for 10 batters. If one team has less than 10 players and the other has more than 10, please share to maximize playing time for both teams. Because this is an instructional league, there is no forfeiture rule for starting a game with less than 10 players.
- * Coaches and parents for fielding team are encouraged to be in the field to instruct/coach players during game.
- * No stealing.
- * One base on an overthrow no matter where it goes. This includes getting the ball back to the pitcher. The purpose of the league is to teach and they'll learn a lot more if there are runners on the bases.
- * Due to safety concerns, girls with long hair will need to either pull their hair into a ponytail or wear a hat to keep their hair out of their eyes.
- * Due to the concern of head lice, players are encouraged to provide their own helmet. However, if a player does not have their own helmet, "community helmets" will be provided by RYFSA to the coach for use during the games.

Pitching machine game

- * Pitching machine distance is 35 ft.
- * As the speed from machine to machine varies, coaches will agree on the appropriate setting prior to the game. Try to use this speed for practice also.
- * The coach of the fielding team feeds the pitching machine and acts as the umpire.
- * Player at pitching position stands to either side of pitching machine as fielder only. If a team is short players, the order of "position omission" should be outfielder, pitcher, catcher, then infielder.
- * If a batted ball hits the pitching machine, it is a dead ball and the batter is awarded a single.
- * *****IMPORTANT***** In order to keep the game flowing, after three strikes from the pitching machine, the coach/parent will place a batting tee on home plate and the batter will put the ball in play. In order to be fair to all players, parents, and coaches, this rule must not be compromised. It may seem fair to the batter to "swing until she hits it", but it takes away playing time from the players on both teams and promotes boredom. The time to let them "swing away" is at practice, not at the games. Once the tee is in place, tee ball rules apply and the ball must travel at least ten feet (coach's discretion) or be ruled a "do over".
- * There is a catcher with equipment. They can just toss balls behind them after each pitch to save time. Gather them up when you run out.
- * Cancellations: In the event of inclement weather, coaches will agree whether or not to cancel the game. Lightning is an automatic reason for cancellation.