

Kickapoo Valley League

8U GIRLS

2019 Fastpitch Softball Rules

I. PLAYERS

- a. Players may not turn 9 years of age before January 1st.
- b. Each team must have 8 players to begin a game and may play up to 10 players in the field unless decided by the coaches.
- c. Automatic outs will not be taken if less than 9 players.

II. FIELD

- a. Bases will be at 50 feet.
- b. Pitching rubber will be at 35 feet and coaches will pitch from the rubber during league and tournaments.
- c. ***Outfielders must play 20 feet behind 1st and 3rd base line to designate where the outfielders should be positioned.*** No outfielder shall start play in front of this line. Outfielders will be behind the hash marks across the foul line and behind 2nd base.

III. OFFENSE

- a. ***Helmets with chin strap and face mask are required.***
- b. Each team will provide an adult coach to pitch to their own batters.
- c. The pitcher must be at least 18 years of old.
- d. Each batter will get a maximum of 6 pitches in order to get a hit. The batter is considered out if she does not get a hit within 8 pitch limit. Foul ball on last pitch will be given another pitch, (unlimited fouls).
- e. Batting out of order will result in the batter being called out. One pitch is an at bat.
- f. If a batter throws the bat that Team will get one warning. If the batter throws the bat again that Individual will be called out.
- g. Runners may advance until the ball is in possession of the adult pitcher. Adult must be confined in the pitching circle.
- h. Runners must have reached the base before the pitcher has the ball or they must return to the last base touched.
- i. Runners may not advance on an overthrow at first base. On overthrows to any other base, runners may advance to any base as long as the ball remains within the field of play. This includes foul territory.

- j. Runners may take their lead off from the bases once the ball has left the pitchers hand.
- k. Ball is dead when the Pitching coach has the ball in the circle, (both feet have to be within the circle) or ball is out of play.

IV. DEFENSE

- a. Players must be positioned in the field so that a maximum of 6 players are on the infield and with more than 10 players total on the field.
- b. Outfielders must be in an arc formation at least 20 feet behind the base path. All Infielders must start within 10 feet of the position base they are playing before the pitch.
- c. ***The pitcher, 1st base and 3rd base positions must wear face protection.***
- d. Players will be limited to 2 innings in any one position during regular season. Tournament will be played at the coach's discretion – no limit!
- e. A team that is on defense will have a coach behind the catcher who helps with past balls and so on. That coach will call all plays at home plate. This will only be during League play. The offense team who has coaches already on the field at 1st and 3rd base will umpire those bases. At the time of the Tournament, there will be one patched ASA or IHSA umpire behind the plate.

V. THE GAME

- a. The game will consist of 5 innings.
 - i. An inning will be considered complete when:
 - 1. 3 outs are made
 - 2. 5 runs have scored
- b. The 5th inning will have a ten run limit.
- c. There will be a 1 hour and 40 minute time limit on all games. In case of a tie, go to the international tie breaker per the ASA rule book.
- d. 11" Yellow ASA softball will be used for the KVL league.
- e. During League and Tournament play, all pitchers must pitch from the mound.
- f. Pitchers must be at least 18 years of age.
- g. Each team must provide two (2) game balls for the tournament.