

O & S U8 Softball Rules (based off USSSA Rule Book)

Rainout Hotline (618) 624-0139. The hotline will be updated by 4pm on weekdays, 9am on Saturdays. The OPRD Facebook page will also be updated at these times.
Field Supervisor – Cameron Meyer (618) 978-4967

General

- Bases will be at 60ft, pitching rubber will be set at 40ft
- The pitching machine can be moved up to 36ft to adjust for the strike zone
- A 10in softball will be used
- No metal spiked cleats (Rule 1.11)
- There is no penalty for players who leave the game due to injury, illness, or personal reasons
- Players may be freely substituted
- Games require a minimum of 8 players (teams can borrow opposing players to meet this requirement)

Game Length

- Games will be no more than 6 innings in length
- The side is out when whichever of the following occur: Three defensive outs have been made, the batting team has scored 7 runs, or all of the batting teams players have batted.
- No new inning may start after 95 minutes of playing time has elapsed. No new inning may start within 20 minutes of the next game.
- Any game can be called because of time regardless of the number of innings played.
- Games are complete after 4 innings (or 3 ½ innings for the home team) if one team has 15 or more runs than the other. After 5 innings (4 ½) if one team has 10 or more runs than the other team.
- If lightening is seen by anyone. Alert the umpires and vacate the field. Games must wait 30 minutes from the most recent flash of lightening before resuming play. Example: There is a lightening flash at 6:20pm. The game must wait till 6:50pm to resume. If there is a flash of lightening between 6:20pm and 6:50pm, the 30 minute delay restarts from the flash.

Batting

- Bats may be made of wood or metal and must not be more than 33in in length or have a barrel in excess of 2 1/4 inches (Rule 1.10) Bats must be marked with the USSA emblem to be used in O & S leagues
- All players are listing in the batting order
- Each player receives a maximum of 5 pitches. If they do not hit the ball in to fair territory after 5 pitches they are out (Rule 3). The batter stays alive if they foul off the 5th pitch. Extra pitches can be granted by the umpire if the machine is inaccurate.
- A coach from the team batting is allowed to stand behind the catcher and assist with retrieving of the passed balls to help with the pace of the game.
- If a hit ball strikes the pitching machine, it is ruled dead and the batter is awarded first base.

Baserunning

- Stealing is not permitted
- There will be no taking of home on a passed ball
- Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and/catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not interpreted as seeking to avoid contact (Rule 8.04C). If this rule is violated, it is up to the umpire's discretion to determine the runner's intent. If it is deemed the runner did not seek to avoid contact, the runner is to be called out.
- If the catcher is on base with two outs, they are **recommended** to be pinch ran for.

Fielding

- Seven infielders will be used (including a pitcher and catcher). The pitcher is to stand to one side of the pitching machine. The seventh infielder will stand directly between second basemen and shortstop, behind second base.
- Four outfielders will be used defensively
- Each inning coaches must rotate players off of the bench, so no player sits for more than one inning at a time (Rule 2).
- Two coaches are allowed on the field to assist with player positioning for the team on defense

Personal Conduct Policy

- On any conduct problem concerning coaches, players and/or spectators, umpires are instructed to deal only with coaches, who are responsible for correcting the problem. If the problem persists, a forfeit will result.
- No manager, player, coach, or spectator may charge, threaten, or abuse an umpire before, during, or after a game. Such behavior will result in ejection from the league.
- All spectators not directly involved in the game must stay more than 10ft outside of the foul territory.
- If a discipline problem with a player arises during a game, and a coach wished to remove a problem player, he/she shall notify the opposing coach and the umpire in order to adjust the batting order. If the discipline issue persists, the coach must notify O'Fallon Parks and Recreation to explain the situation.
- Players must remain in the designated bench area during the game
- There shall be no heckling of an opposing team by anyone, nor shall any spectator or player verbally or physically attempt to distract an opposing player. Violations of this rule will result in ejection of the offending player(s)/spectators and/or forfeit of the game.
- The coach is responsible for the conduct of his or her spectators, parents, and players on the field and bench. **COACHES, SPECTATORS, AND PLAYERS SHALL NOT DISPUTE CALLS MADE BY THE UMPIRE.** Coaches, players, or spectators who are verbally abusive to the umpires, players, or each other may be ejected by the official or field supervisor and must leave the field immediately.