

**8U (MACHINE PITCH) DIVISION  
(8 YEARS OLD OR YOUNGER BY JANUARY 1)**

Anyone found guilty of using profanity on the field, having access to alcoholic beverages anywhere on the premises, or causing a disturbance on the ball field, which include unsportsmanlike conduct might be barred for the remainder of the season or future seasons.

Girls must remain on the team first assigned, except by action of the board. Players must attend practice in order to expect to play in games. All roster team players must have the same team color shirt to start the game. Catchers must wear all catcher protection equipment. The league will furnish full catcher's helmet and mask, chest protector and shin guards. The batter, on-deck batter and base runners must wear batting helmets. Players must leave their helmet on until returning to the dugout. All helmets must have a facemask. Chin straps are not required. Players are responsible for their own helmets. If the player cannot provide their own helmet, please contact an AGSI board member. No steel spikes can be worn by any player.

Each player on the line-up must be allowed to play TWO full innings in the game other than a shortened game. A complete roster will bat with free defensive substitution.

Each team may have a maximum of three (3) adults, including one (1) manager, (2) assistant coaches. The team may also have a batboy or girls who must wear a helmet when retrieving bats from the playing field. These people shall remain on the bench with the players during the game.

A team shall consist of at least eight (8) original players. A coach may add another player(s) to the team with board approval back to (8) total members. **Players must be members of the league.** Once the game officially starts, a late player on the line-up at game time can come into the game at time of arrival, however, if the player is not at the game at their turn at bat, the coach may strike her from the line-up (at her turn at bat) or take an automatic out each time that the player comes up to bat until player arrives. Once a player is stricken from the line-up, she cannot enter the game.

**Injured Batter/Runner Rule:** The injured batter/runner may leave the game and be replaced by a pinch runner, once. The pinch runner shall be the last available player. No out will be assessed if said player cannot return to the game.

The lineups will be transferred between teams 15 minutes prior to game time. During regular season games each team should be given an even number of home games and visitor games, depending on how many teams are in each division. This will be designated on the schedule. Home team will keep the official scorebook. Outs need to be recorded as strike outs or put outs, as the put outs may need to be used as a tiebreaker in tournament games. If the book is not kept accurately a coin flip will be used for the tiebreaker. Visitors will take care of the scoreboard.

During regular season league games, rainouts are official after two (2) complete innings. (Tournament games will be completed in entirety, within time limits). If rain has shortened a game, it will be completed on the next scheduled day of play.

The pitching will be done by a mechanical pitching machine. Pitching distance will be set at 35 feet and based will be set at 60 feet. Each team will be furnished with a machine to use in practice. The softball board will determine the settings that will be used in the games. At the beginning of each game an official will set the machine for play. One official will run the machine to insure consistency. If the machine is hit by a batted ball, it will be ruled a dead ball and runners will advance one base. If the official that is running the pitching machine is hit by a batted ball it will be ruled a dead ball and runners will advance one base. If a field official is hit by a ball, play will continue, it is not ruled a dead ball.

A batter will have a maximum of five (5) balls in which to make a hit or be called out. If the last pitch is fouled off, you will continue until either a ball is hit or swung at and missed. No strikeouts. No walks. A player must take a full swing at the ball. Bunts are not allowed. Infield fly rule is not in effect.

Infielders must stay behind the 30ft hash mark on the first and third base side until the ball is hit, no exceptions. The outfielders must stay behind the base lines.

Play is dead when the ball is thrown back through the plane of the pitcher circle with a player present in the circle. The player in the circle does not have to have control of the ball, but a player must be in the circle for the play to be dead and runners not advance. (The ball cannot just be thrown to circle without a player in circle, to stop runners.)

Base runners may take leadoffs after the ball has been thrown from the pitching machine. However, they may not steal bases and run the risk of being thrown out. Even if a play is made on the base runner by the catcher, the runner may not advance, she must return to the base she originally occupied. The USSSA look back rule will be in effect. A player may advance only if the ball is hit.

A maximum of six (6) runs per inning per team. A time of sixty (60) minutes or to the end of the inning shall constitute a game. Or if a team is ahead by 12 run after 3 complete innings or 10 runs after 4, 8 runs after 5 complete innings, will constitute a game. During regular season league games, all games tied after 60 minutes or after 5 complete innings the game will end as a tie game.

During the AGSI league tournament the higher seeded team will be the home team. All games during the league tournament will use the AGSI tiebreaker rules to determine the winner. After the completion of 5- innings, or when time limits have expired, and the score is still tied the tiebreaker procedure will begin. The player, who had the last completed at bat, assumes a position on 3rd base. It is the responsibility of the Umpire and scorekeeper to notify the teams involved as to which player starts the half inning at third base. This procedure will be done at the beginning of each half inning; until a

winner is determined, after each extra inning. This will be done for only two extra innings.

If still tied, no more extra innings will be played, the umpire will flip a coin to determine the WINNER, visiting team will call the coin flip.

To determine league standings, the following tiebreakers will be used:

- 1>Winning Percentage
- 2> Head-To-Head
- 3> Head-To-Head Differential
- 4> Total Runs For
- 5> Total Runs Against
- 6> Total Runs Differential
- 7> Lowest Number of Forfeits
- 8> Coin Toss

Rules Update April 1<sup>st</sup> 2023