

Alabama ASA 8 & Under Girls' Softball Rules

1. All ASA and Alabama ASA rules prevail unless specified below:

2. Field:

- A. An arc stretching from foul line to foul line eight feet in front of the plate is drawn and used as an additional foul line. The ball must pass this line to be considered a fair batted ball.
- B. A circle with an 8 foot radius is drawn around the pitching rubber
- C. Base Distance is 55 feet
- D. Hash-Marks will be placed half-way between first and second base, second and third, third and home plate.

3. Pitching:

- A. Each coach pitches to their own batters, and the coach must be in contact with the pitching rubber until they release the ball.
- B. Defensive pitcher must have at least one foot in the circle around the pitching rubber. The defensive pitcher must be in line with the pitching rubber until the pitch leaves the coach's hand. Player must wear a face mask or helmet or a combination of the two when in the pitching position.
- C. A batted ball striking the pitcher/coach will be declared a no pitch. The batter will return to the plate and the number of pitches will revert back to the number prior to the batted ball.
- D. The coach who is pitching can only coach the batter prior to the pitch.
- E. If the defensive pitcher fields the ball in the pitching circle and makes no attempt to make a play, all runners will advance one base including the batter to first base.
- F. Pitching distance is 35 feet.

4. Batting:

- A. Batter receives 5 pitches to hit a fair batted ball. Pitches are not called balls or strikes. The batter is out if the fifth pitch is fouled, missed or taken. But if the batter swings at 3 pitches and the third swing is not a foul ball, the batter will be called out on three strikes.
- B. No walks and no bunting in this age group.
- C. If a batter fouls the fifth pitch, she is out.
- D. A team may bat 10 players in an inning or 3 outs, whichever occurs first. A team may use 10 or 11 players (EP) in the lineup, but only 10 may bat in any inning.
- E. No infield fly.

5. Base Running:

- A. Time is called when: the ball is returned to the pitcher who is stopped in the pitching circle. Time will be called and any base runner that has gained the hash-mark can continue to advance to the next base.
- B. Time is also called when the ball is returned to the infield and is in control of a defensive player and no one was attempting to advance.
- C. Any base runner that has not gained the hash-mark has to return to their previous base, unless forced by the batter becoming a base runner.
- D. If the pitcher/coach interferes with a defensive play, the runner closest to home plate will be called out and no runners can advance.

6. Equipment:

- A. Game is played with an 11 inch fast-pitch softball.

7. Games:

- A. A complete game is 6 innings, expiration of a 75 minute time limit, or shortened by the ASA run rule for fast pitch, whichever comes first.

8. Pitching Machine (When used) This rule is just for information and will not be used in AASA Recreation League Tournament Play

- A. If the ball strikes the pitching machine and stays in fair territory, the ball remains alive.
- B. If the ball strikes the pitching machine and goes in foul territory, before passing 1st or 3rd base it is a dead ball and the batter is awarded 1st base. All other runs advance only if forced.
- C. Pitcher must take a position to the left or right of the pitching machine in line with the pitching rubber and may not be more than 12 inches from the left or right edge of the pitching rubber.
- E. If pitching coach is hit with a batted ball the ball is dead, no player can advance, and the pitch counts on the batter.
- F. If the pitching coach is hit with a thrown ball by a defensive player, and the throw is in line to a base, the ball is dead and the player being played on is out.
- G. The front legs of the pitching machine will be placed in line with the front edge of the pitching rubber.
- H. Pitcher must wear a helmet when in the defensive pitching position.

Point of Emphasis: No defensive coaches are allowed on the field during play.

Exception: Pitching Coach may be on the field with the Pitching Machine.