

Revised 09/2013

WGSL

8U Local League Rules

These local league rules apply to games involving two Washington teams. For games involving a team from another area, please refer to the appropriate local league rules.

1. The game will be 6 innings with a 10 run rule after 4 innings or 3.5 innings if the home team is ahead. No new inning will start after 1 hour and 20 minutes.
 2. Defense will consist of 10 players to include 4 outfielders.
 - a. One player as the defensive pitcher will be placed to the right or left of the pitching machine with both feet in the 8' radius of the mound and must be behind the front of the pitching machine at the time the pitching machine operator releases the pitch.
 - b. Each outfielder is required to play in the grass or a minimum of 12' behind the base path.
 - c. Outfielders may run the ball into the infield for a force out or a tag out but are not allowed to receive a thrown ball for a force out.
 3. The pitching machine is to be placed at 35' with a speed of 32mph +/- 2mph. The front two legs should be placed in front of the rubber.
 4. All players must be placed in the batting order.
 - a. If a player is injured during her at bat and cannot complete her at bat, she shall be removed from the game and may not reenter. No out will be charged.
 - b. If a player is injured prior to her at bat and cannot bat, the manager, prior to her at bat, must notify the umpire and the opposing manager that she will not bat due to injury. No out will be charged and the player may not reenter. Failure to notify the umpire and the opposing manager will be governed by standard rules of "Batting Out-of-Turn".
 - c. If a player is injured during a play and is called safe but must come out of the game, the previous player in the line-up who is not on base will run for her. This player may take her next at bat if capable.
 5. If a batted ball hits the pitching machine or the pitching machine operator, the ball will be declared dead and the batter awarded 1st base and all runners advance one base only if forced. The pitching machine operator must attempt to avoid the ball.
 6. If a thrown ball hits the pitching machine or the pitching machine operator, the ball is live. The pitching machine operator must attempt to avoid the ball.
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7. Batting:
 - a. The batter is out if she does not put the ball into play after 5 pitches.
 - b. The batter is out after 3 strikes.
 - c. If the batter fouls the 5th pitch, she shall receive unlimited fouls.
 - d. If the batter bunts foul the 5th pitch or 3rd strike, she is out.
 8. No fake bunting is allowed. If a full swing is taken after the batter has shown bunt, the batter will be declared out regardless of contact being made.

9. Time will be called by the umpire when the defense stops the lead runner or the runner abandons the effort to advance. Any trail runner who has not advanced to the attempted base when time is called will return to the previous base.
10. There is no Infield Fly Rule.
11. There are no restrictions to advancement on overthrows.
12. Base stealing is not permitted.
13. The pitching machine operator is allowed to coach the batter prior to each pitch but may not address players or coach after the pitch.
14. The defensive team will provide someone in the plate area to shag balls. This person is not allowed to address players or coach while in this position.
15. The 1st base, 3rd base, and defensive pitcher position players must wear a face mask.
16. Using a barrowed player creates a forfeit for a team. The game can be played and score but the outcome is still a forfeit. *Revised Sept 9, 2013*

Tournament Rules

1. If both teams do not have an equal number of players the team with more players may opt to bat the equal number of players and use the remaining players as substitutes. Each player must have one at bat during the game.
2. There will be no time limit during the championship game. The game will be 6 innings with a 10 run rule after 4 innings or 3.5 innings if the home team is ahead.