



Fall 2018 Youth Softball

8U Coach's Packet

Stillwater Area Sports Assoc. (SASA)

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SASA RAINOUT INFO

(405) 533-3753

You can also sign up to have rainout info emailed to you.

www.stillwaterareasports.com



Park Rules for all SASA Sponsored Events (Games and Practices)

- ~ No Tobacco products of any kind.
- ~ No pets.
- ~ No outside food or drink (water is okay)*
- ~ No alcohol.
- ~ No profanity.
- ~ No soft toss into fences or backstops.
- ~ Pre-game practice in warm up areas and outfields only; Not common areas.
- ~ Parents are required to supervise the children in which they are responsible for at all times when in the facility(s).
- ~ No skateboards, bikes, rollerblades, scooters.
- ~ No climbing over fences to enter a closed facility(s).
- ~ Each team is expected to clean up the facility after they use it (dugouts, fields, fence lines).

* SASA will provide discounted pricing on team drinks and snacks (10 or more) at the concession stand.

**If you would like to bring team drinks or snacks please leave them in the parking lot and distribute them outside of the complex. The purpose of this request is to reduce the loose trash inside of the ballparks.

PLEASE NOTE: If a parent or spectator refuses to follow the park rules, they will be removed from the complex immediately. If this non-compliant behavior happens repeatedly the parent and subsequently the player can both be banned from participation by the SASA Board of Directors.



Little League Softball

Program Organization and Administrative Personnel

The SASA Rec. Softball Program shall be operated under the direction and supervision of the SASA Directors and their staff, all of whom are employed by SASA. The final decision(s) of anything covered or not covered in this rule book will be made by the SASA Board of Directors and/or its representatives. Be it understood that by registering for this program, you accept the purpose, direction and philosophy of the program.

Liability

The program directors, umpires, sponsors, coaches, managers, scorekeepers or any other supervisory personnel are not responsible for injuries to persons or damages to property. This is entirely the responsibility of persons participating such as: players, coaches, managers, parents, and spectators – all of whom participate at their own risk.

Purpose

The general purpose of the SASA Rec. Softball Program is to provide a common interest in sportsmanship, fellowship, skill improvement and physical fitness: to bring area youth closer together through the means of recreational competition: and to keep the welfare of the youth first and foremost.

Specific purposes are:

1. To promote safety first by encouraging only programs with strict controls over ages and equipment.
2. To acquaint each and every player with such softball fundamentals as hitting, fielding, running bases, throwing mechanics and physical fitness.
3. To inspire players in good habits such as sportsmanship, fellowship and respect for coaches and umpires.

Philosophy

The established philosophy of the SASA Board of Directors is that all participants enrolled in youth sports have the guaranteed right to play in every game regardless of skill level. As a result of this guiding philosophy, rules and regulations governing play, eligibility, and sportsmanship have been developed. However, it must be understood that sportsmanship and cooperation within a team are important aspects of the game. Individuals who display poor sportsmanship, or regularly miss practice may be kept from playing in regular games. It is always the duty of the coach to inform SASA of adverse conduct or situations.

It has been the philosophy of SASA to provide a recreational based youth league program for the players of all age groups. SASA will provide this recreation program under the following guidelines:

1. That every participant is able to play and will be allowed to have fun.
2. SASA will provide a recreational program for which the main concern is fun for all players.
3. SASA will make every attempt to provide equity of play by dividing ability levels into several classifications.

Rules During SASA Sponsored Events

Coaching Ethics

A softball coach, by example of his/her behavior. Affects hundreds of youngsters in the City of Stillwater, as well as the entire softball program. A coach should:

1. Allow the players to have fun.
2. Teach players fundamentals
3. Teach players sportsmanship
4. Make sure that all players get in the game at least one inning (defense)
5. Be considerate of player's feelings and exhibit self-control at all times.
6. Show respect for opposing players, coaches and fans.
7. Cooperate with officials and accept their rulings courteously.
8. Keep winning and losing in its proper perspective. Stress effort rather than winning and losing.

A Coach shall refrain from:

1. Use of alcohol and/or participating in team functions (games or practice) under the influence of alcohol or having alcohol on their breath.
2. Use of tobacco products of any kind while in the presence of players (Games and practice).
3. Bawling out players on the field.
4. Baiting officials or disrupting their decisions on the field.
5. Riding the opposition or fans by word or gesture.

NOTE: The player's safety and well-being should be any coaches main concern at all times. Injured players should not be allowed to re-enter the game where they could risk further injury.

Sportsmanship

1. Poor sportsmanship will not be tolerated. Any derogatory remarks to officials, coach's other fans, or players will result in suspension from play or forfeiture of the game.
2. Umpires are tasked with keeping the peace to allow the kids to compete in a recreational atmosphere. If you are interfering with this atmosphere the umpire(s), site director or SASA Management will remove you.
3. Any coach, fan, parent ejected from the complex must leave the complex immediately and will not be allowed to return to the complex that day. Any coach, fan, parent ejected from the complex attempting to reenter the complex will be subject to attention from law enforcement for trespassing and or disturbing the peace.

Bad Weather

A game is considered if 2 or more innings have been completed before it is called due to weather. If less than 2 full innings have been played before the postponement the game will be resumed at a later date.

Practice

1. All practice times on fields/facility(s) owned by the City of Stillwater are to be coordinated through SASA officials.
2. **Helmets at Practices... If bats are being swung all kids in the area must have a helmet on. If bats are taken out of bags put helmets on kids.**

Game Day Specific Rules

Participation

All players must be registered through SASA and on their respective teams official signed roster. Players not listed on the roster may not participate in games without prior Board of Directors approval. All players must play a defensive position for at least a half inning of each game. No player can sit out two consecutive innings unless injured or he/she declines to participate.

Length of Games

8U Coach Pitch - 55 Mins or 5 innings. Games can end in a tie; no extra innings will be played.

*The umpires will keep the official game time.

*A new innings begins as soon as the 3rd out is called of the previous inning.

**The official game time will start when the defensive team takes the field.

***There will be a 10-minute grace period given to a team that is waiting on players to arrive to complete their line-up. Each team must have a minimum of 8 players to start a game.

Base and Pitching Distances

8UCP 60ft bases/ Pitching Distance is 30-35ft

Bat Specs.

All bats in use must be one of the following;

1. Permanent USSSA stamp on the taper of the handle OR
2. Made of at least 51% wood.

SASA reserves the right to inspect, approve or banish any and all bats that come into question.

Official Softball

Game balls will be provided by SASA. The following softballs or equivalent will be provided:

~ **8UCP softball league will use a 11" softball with max compression of 375# and .47COR**

Dugout Conduct

Coaches, players, subs or other bench personnel shall not be outside the designated dugout area except when the rule allows or justified by the umpire. EFFECT: the first offense is a team warning; additional warning could result in ejections of coaches and/or offending players.

Uniforms

Color coordinated jerseys with numbers on back are required. Softball pants or shorts are allowed. Cleats are preferred but not mandatory.

Pre-Game Warm Up

Teams will not be allowed to take infield practice before their game begins. All warming up must be done in designated warm up areas or in the outfield.

Home Team

The home team shall be designated by a coin flip before each game.

Helmet Rule

Helmets are to stay on at all times while an offensive player (hitter or runner) is outside of his/her respective dugout.

Starting and Ending a Game

1. A flip of a coin between the two teams shall determine the home team.
2. A regulation game consists of five (5) innings unless the game is:
 - a. Shortened because the Mercy Rule.
 - 20 Run differential at any time = Drop dead stoppage regardless of home team.
 - 12 Run differential after 3 completed innings
 - 10 Run differential after 4 completed innings

*In the event of a Mercy Rule game in which players on either team have not yet batted at the time of the Mercy Rule; all game stats are to be recorded at the time of stoppage yet the game will continue as long as there is time left on the game clock or until all players get 1 at bat.
 - b. Shortened because an imposed Time Limit expires; or
 - c. If a game is called due to rain, Weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if two (2) innings have been completed. If 2 innings have not been completed then the game will be resumed from the exact point it was stopped at a later date.
3. Teams must use a continuous line-up, of all registered, uniformed players present and may move freely in defensive positions with the exception of the pitching position. The offensive batting line-up can not change during the course of the game, yet open defensive position substitutions are allowed at any time. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. If a player has to leave the game for any reason other than a medical issue, that position in the line-up becomes an auto-out when that at bat comes around.
4. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. *If a player is listed on the line-up but not present then an auto out must be taken when their spot of the order is up. Don't list players until they arrive to avoid an auto-out.

COACH PITCH SPECIFIC RULES

Field Layout and Markings

5. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
6. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at 30ft from the rear point of home plate. Pitchers must begin each pitch with 1 foot on the pitchers circle line.

Defensive Rules

7. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baselines until the ball is hit.
8. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.
 - a. Rule 9 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.
 - b. Rule 9 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.
9. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.
10. Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
11. The Infield Fly Rule shall not be in effect at any time.
12. Teams may use free substitution on defense, but the batting order shall remain the same.
13. A player may only be Intentionally Walked once per game by announcement from the defensive team.
14. **Umpires shall call "Time" when the lead runner is no longer attempting to advance while the defense (any player) posses the ball on the infield. If a defensive player does not posses the ball or is not on the infield "Time" will not be called regardless if runners are attempting to advance or not. "Time" will also be called when the player pitcher steps on the pitchers circle line or anywhere within the circle while possessing the ball. All base runners attempting to advance that are not more than half way when time is called will return to the previous base occupied safely.**
 - c. ***Rule 15 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.**
 - d. ****Rule 15 Comment: Players should be taught to never throw the ball to the adult pitcher unless time has already been called. This will lead to an errant throw or the adult pitcher not being able to stop the throw and runners advancing. Always end a play by getting the ball back to the player pitcher.**

Offensive Rules

15. Adult Pitcher: The adult pitcher shall be an adult at least eighteen (18) years of age.
16. Pitchers must begin each pitch with 1 foot on the pitchers circle line.
17. ~~The pitching coach shall not verbally or physically coach while in the pitching position.~~
18. **The adult pitcher must leave the field of play once a ball has been hit and they may not return to the field of play until "Time" has been called.**
19. When a batted ball hits the adult pitcher, the following shall apply:

- e. If in the Umpire's judgment, the adult pitcher did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - f. If in the Umpire's judgment, the adult pitcher did make a legitimate attempt to avoid contact, the ball becomes dead, no runners advance and a no-pitch is declared.
- 20. A team may score a maximum of five (5) runs per inning.**
- 21. The batter shall receive a maximum of five (6) pitches or three (3) swinging strikes.**
Batters may continue their at bat by fouling off their final pitch. No K's on foul balls that are not caught.
- 22. Bunting is not allowed.**
- 23. Runners shall not lead-off or steal bases.** A runner is out for leaving the base before the ball is hit or reaches home plate.
- 24. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense. Once stopped on the bases and time is called all base runners may only advance once a pitch has been hit.**
 - g. Example...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.**
 - h. Example...A batter/runner that is stopped at 2nd may only advance by a hit pitch.**
- 25.** The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- 26.** A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the player in the line-up furthest away from the batter in the line-up.