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8U SPECIAL NEEDS DIVISION RULES

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1. OFFICIAL RULES:

Official NSA Fastpitch rules will be followed with the exceptions contained within these rules.

2. EQUIPMENT:

- a. League approved, eleven (11) inch, vinyl covered "Ragball" or "Safe-T" ball "Optic Yellow" in color.
- b. League approved fastpitch softball bat no larger than twenty-seven (27) inches.
- c. NOCSAE approved batting helmet and face guard.
- d. NOCSAE approved Catcher's gear consisting of Hockey Style Catcher's Mask, Chest Protector, and Shin Guards.

3. FIELD SET-UP:

- a. MANAGERS AND COACHES FROM BOTH THE HOME AND VISITING TEAMS ARE RESPONSIBLE FOR BOTH THE SET-UP AND CLEANUP OF THE FIELD PRIOR TO AND AFTER GAME. (Refer to Manager/Coach Responsibilities)
- b. Playing surfaces must be prepared in the following manner prior to the start of every game:
 - i. Bases will be positioned at sixty (60) feet apart.
 - ii. The pitcher's mound will be placed at thirty-five (35) feet from Home Plate.
 - iii. An eight (8) foot radius circle will be placed around the Pitcher's mound, measured from the front of the mound.
 - iv. There will be a chalk line placed half the distance between 1st and 2nd base, 2nd and 3rd base, and 3rd base and Home plate.

4. THE GAME:

- a. A regulation game for the 8U Special Needs Division will consist of five (5) innings or one (1) hour.
- b. **NO SCORE WILL BE KEPT.** There will be an Umpire to officiate the game
- c. If an inning is in progress, it must be completed regardless of the time limit expiration.
- d. No Minimum number of players, no protests.
- e. Outs will not determine the end of any half inning on either side
- f. Special Needs players are allowed to wear helmets at all times
- g. Coaches and designated parents on Special Needs are allowed to be on the field at all times but may not interfere with the play unless it is for safety reasons
- h. Coach's from opposing 8U team will be allowed to coach from the field but must stay in the outfield and may not interfere with the play

- i. ****NO** arguing or aggression in the bleachers, dugouts, or fields in any way, shape or form will be tolerated by any player, coach, parent, spectator, umpire or bystander. Those who do will be immediately removed from the complex and will meet with a select number of Executive Board Members before being considered to be allowed to return to future exhibition games.

5. PITCHING/CATCHING:

- a. The Special needs Manager or coach will pitch five (5) pitches, if ball is not hit into field of play; the ball is then placed on the tee.
- b. 8U team will follow normal division pitching rules (it is recommended that you use this opportunity to groom new talent). They will use their pitcher and catcher while there team is batting.
- c. The player playing the pitcher position must start in the circle when the coach is pitching.
- d. There does not need to be a catcher present while special needs team is batting the umpire and/or coach can assist with returning the ball to the coach that is pitching.
- e. Hit by Pitch (HBP) if the pitching 8U team hits the batter, that coach will come in and pitch the remaining pitch count.

6. BATTING:

- a. Each player on a team's roster and present for the game will be listed on the batting order and bat for the entire game. If a player arrives after the game has started, she will be placed at the end of the batting order.
- b. Special Needs team will bat entire roster, the opposing 8U team will only bat the same number of players that the Special Needs team bats (If Special Needs has 7 players batting, 8U opposing will only bat 7 players during their half of the inning, starting off in the next inning with the remaining players on the roster that didn't bat the inning before).
- c. **Bunting is not allowed.**
- d. The hitter must make the majority of the bat come in contact with the ball instead of hitting the tee. Should the bat not hit the majority of the ball, the ball is ruled dead, runners **MAY NOT** advance, and the batter will be given another opportunity to hit.
- e. All batters/runners **MUST** keep their helmets on while outside of dugout.
- f. No player may advance more than 2 bases on any batted ball. A ball hit in the infield will result in one base only.

7. BASE RUNNING:

- a. There no stealing
- b. If there is an out on base or caught ball on the Special Needs team, the player is not out and will be able to remain on the base
- c. Stealing is not allowed. Lead offs are allowed when the ball leaves the pitchers hand, but the runner may not advance to the next base until the ball is in play.
- d. An out may be made at any base; however, all play stops after an attempt has been made to return the ball to the pitching circle. Until that time, the base-runners may advance at their own risk, unless they are put out.
- e. If the pitcher is inside the pitching circle and has control of the ball, base-runners, who have not reached the hash marks located half the distance between 1st and 2nd base, 2nd and 3rd base, or 3rd and Home, must return to the base from which they came. If the base-runners have reached the hash marks, they may advance to the next base. However, the lead base-runner will determine the positioning of the trailing base-runners. All play stops when the pitcher has control of the ball and is in the pitching circle.