



Minnesota ASA 8-Under Fast Pitch Rules

GENERAL

- Play Single games on either Mondays or Wednesday nights starting on May 11th. Each team will choose seven (7) play days on consecutive weeks concluding on Wednesday June 24th. **The last two league games will be double headers as a transition to 10U travel ball.**
- League will be combined with Suburban and Tri County.
- League will be hosted on one web site and teams will be divided in to multiple regions to keep drive and costs down.
- League fee for year one will be \$50.00. State tournament fee will be \$100.00.
- State Tournament will be held at Bloomington on June 27th. Depending on participation it may be on the 28th too. \$100.00 check made payable to Bloomington Fastpitch.

EQUIPMENT

- 11 inch softball
- Use Blue Louisville Slugger Pitching Machine – set at 30-34 mph
- Coach/Pitcher interference – coach is part of the field
- No umpires in league – State tournament has umpires

DIMENSIONS

- Pitching plate at 35 feet
- Bases at 60 feet
- Fences are preferred to be set at 200 feet but not required

GAME PLAY

- Each batter gets 3 swings or 5 pitches unless last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.
- No bunting
- No infield fly rule
- No advancing after a dropped third strike
- No base stealing
- No designated player (DP)
- Leading off in not allowed. Runners may not leave their base until ball contact with the bat.
- Pitcher must stay in the pitcher's circle (behind or on side of coach) until ball contacts the bat.
- Play will stop (runners stop running) when the ball has been in control by a fielder. Two Scenarios.

Scenario 1, Ball that never leaves the infield. Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base with out the fear of runners advancing to the next base because of an overthrow.

Scenario 2, Ball hit to the outfield. If no outfielder has control of the ball the runners continue to advance. Once the outfielder gains control of the ball **and throws** it in to the infield the

runners will stop at the next base. This encourages making a play regardless of the infielder making the catch.

- Will allow 5 outfielders but they must start the play on the grass or a minimum of 10 feet behind the baseline/bases before the start of each play. This allows up to 11 players playing on the field.
- Bat the roster
- Innings are complete after 3 outs or 5 runs
- Run ahead rule: 15 after 3, 12 after 4, 8 after 5
- Games will be 5 innings or 65 minute time limit. On double-header nights there will be a no longer than 10 minute break between games
- Teams may have as many coaches on the field as they wish to help train and teach the game.
- Coaches need to make every effort to stay out of the player's way.
- Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.