

BABE RUTH SOFTBALL DISTRICT 7
INTER-LEAGUE RULES- 8-UNDER DIVISION
Fall 2017

***PLEASE NOTE – The following rules are to be followed for all recreation play, regardless of where or who you are playing.

1. Playing time is no new inning after one hour 30 minutes (finish the inning).

*For games scheduled to be played on “**Week Nights**”, playing time is **one hour, 30 minutes Drop dead stop**. Week Nights is defined as M,T,W,TH,F **Drop dead should be discussed at the home plate meeting to ensure everyone is aware.**

2. No jewelry will be permitted to be worn during games. This includes any form of hard headbands or beads in the player's hair.

3. A complete inning will consist of 3 outs or 4 runs.

4. The umpire will run the machine for each inning. The machine may only be adjusted at the top of each inning.

5. The offensive team will bat the entire line-up. The pitching machine (use of the spring loaded machine is required set at 5-4-2) will be placed at a distance of 35ft. and at a speed of approximately 32.5-mph \pm 2.5 mph.

6. Each batter will be given a maximum of 5 pitches to try to hit the ball into play. No balls or strikes will be called. After the batter receives 4 pitches from the pitching machine, the 5th pitch may be the option of (1) from the pitching machine wherein this pitch is treated as a called 3rd strike in the other age divisions. If the batter fouls the 5th pitch, they will receive another pitch and continue to bat as long as they foul the pitch. If the batter bunts the 5th pitch foul, they are out the same as bunting the 3rd strike pitch foul in other age divisions **OR** (2) hitting the ball placed on a tee, the batter will have a maximum of 1 swings to hit the ball into fair play. If the ball has not been hit into play after 5 pitches, as defined above, the batter is out. Modification of this rule can only be made on a game by game basis through agreement of both team managers PRIOR to the start of the game. Modification of this rule is discouraged so that all games are consistent, allow all players to have equal opportunities to participate and the games are time efficient.

7. In the event the batter is hitting off the tee, the pitcher is still to remain in position next to the pitching machine (not in front).

8. If a batted ball hits the pitching machine the ball will be declared dead and the batter awarded 1st base and other runners advance one base only if forced.

9. If a thrown ball hits the pitching machine the ball will remain a live ball unless the umpire had called time. The pitching machine, when hit by a thrown ball is considered part of the umpire and governed by the rule book. The umpire will also call time or dead ball where it is a safety issue, such as the ball coming to rest under or near the machine where it is dangerous to retrieve.

10. All offensive players must wear helmets with faceguards while on the playing field.

11. Offensive players are not permitted to leave the base until the ball has been released from the pitching machine and **crossed home plate**. The umpire will provide one warning during a game, and any subsequent violation will result in an out. There is no stealing in 8U.

12. Catcher must wear catching equipment. Catcher position is required.

13. Catcher Speed-Up rule can be used, at 2 outs or 3 runs. If the catcher is on base when either 2 outs are recorded or 3 runs have scored, a pinch runner (last recorded out) may take the catchers place on base so that the catcher can get the catchers gear on in preparation for the next defensive inning. Utilization of this rule is encouraged to save time.
14. Defensive team can play 10 players to include 4 outfielders. Players should field actual field position. This includes only one pitching position at any time. If the available number of rostered players is greater than 10, the manager is to rotate players defensively so as no player sits more than one inning in a game, unless due to injury/illness.
Comment: Do not place entire infield up close to the batter, defensive players should be in their correct position of play. Outfielders must play in the grass or a minimum of 12ft. behind the base paths. One player as defensive pitcher must play to the right or left of the pitching machine with at least one foot in the 8ft radius of the pitcher's circle, and must be behind the front of the pitching machine at the time the pitch is released.
15. One manager and/or coach are to take the field with the players for instructional purposes only. A manager/coach should be placed behind the catcher. This manager/coach will provide the tee if needed (as umpire will be at the machine).
16. Ball size is 11" official softball.
17. Bunting is allowed, and there is no restriction on the position of the infielders prior to the pitch, other than the pitcher must be behind the front of the pitching machine.
18. If a batter shows bunt they must either, bunt the ball, take the pitch or slap the ball. The batter may not pull back and take a full swing. If a full swing is taken after a bunt is shown, the batter will be called out.
19. Bases should be at 60 feet.
20. Dead ball:
 - A. The ball will be declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged. Please note: There is no half-way rule. The player must be touching the base at the time the play is declared dead to advance.
 - B. The ball will be declared dead when a player is injured and in the umpire's judgment is unable to continue the play.
21. **Each team may play game with 8 players. Teams may borrow players from other teams in the same age division, or lower, if properly registered in 1 (one) of the inter-league associations. The team may not borrow players in excess of a line up of 10 players (including any substitutions). Borrowed players will not pitch or catch and must bat at the end of the batting order.**
22. End of Season Tournament:
 - Umpires will be provided by the host field
 - A team may only use rostered players
 - There are no ties. In the event of a tie, additional innings will be played until a winner is determined.

The basic concept of the Rookie (6U-8U) program is to make the game safer, more interesting and more fun for our younger players and keep their interest active in playing softball. Ensuring the development of the players in hitting, fielding, and running bases is the primary objective, and keeping all players safely in the game our primary concern.