

8U

GIRLS SOFTBALL INSTRUCTIONAL / 8U DIVISION RULES

1. Official Game

- A full game will be 6 innings or 1:15min. In case of rain and game is called, it will be official if 3 complete innings have been played.
- There will be a 1:15 time limit on all games. No inning shall start after 1:15 hours have officially expired.
- If a game is official and a team is ahead by 6 or more runs, the game will be called.
- A game will be called complete after completion of 3 innings or if the home team is ahead by the end of 2 ½.
- Any game not official shall be replayed from the beginning.

2. Playing Field

- **ALL PLAYER ARE REQUIRED TO WEAR A FIELDSERS FACE MASK AT ALL PARTICIPATING TOWN LOCATIONS.**
- **IT'S UP TO THE MANAGER TO GOVERNOR THEIR OWN TEAM. THEY ARE RESPONSIBLE FOR THE MASK RULE NOT THE UMPIRES.**
- A 35 foot pitching mound will be used.
- 60 foot base lines will be used.
- (Note: the infield is to have chalked hash marks, marking the halfway point between all base paths).

3. Official Ball

- An 11 inch hard ball will be used.

4. Coaches

- The manager and one coach are allowed on the field when their team is on defense to give instruction. The manager or coach positioned behind the catcher may not call pitches, communicate with the umpire or provide input while on the field.
- 2 coaches are allowed in the field when their team is on defense, these coaches shall be positioned in the grass area when the pitcher is ready to pitch. They are allowed to instruct and position their players before the pitch. 1 coach shall be positioned behind the catcher, that coach will be allowed to position their catcher and instruct their pitcher before she is ready to pitch. Once the pitcher is set on the pitching rubber that coach must go to the fence and remain quiet until the pitch is thrown.
- Coaches behind the plate are not allowed to argue balls and strike or safe calls behind the plate. You are there to instruct only.

5. Pitching and Catching

- A **pitcher** or **catcher** cannot pitch more than 3 innings per game. **No more than 2 consecutive.** One pitch thrown in an inning constitutes an inning pitched.
- There is NO cumulative limit on the number of innings a pitcher can pitch per week or per day (i.e. if there are 3 games during a week, the same pitcher may have pitched up to 9 innings).
- No walks.

After 4 balls, a coach from the team at bat will pitch.

- **The ball / strike carry over when the coach comes into pitch.**
- **When a coach comes into the game to pitch for a player (pitcher) the pitcher will stand on either side even or behind the coach that is pitching with at least 1 foot in the pitchers circle.**
- **The coach pitches until the batter strikes out or gets a hit, with a maximum of 4 pitches being thrown. (example: batter has 4 and 1 count batter gets 2 more strikes with no more than 4 pitches being thrown by any coach). If the batter has not put the ball in play within 4 coach pitches the batter is called out UNLESS the 4th pitch is foul ball in that case the batter will get another chance to put the ball in play. (NO FOUL BALL LIMIT)**

6. Hit Batsman

- A batter shall take first base when hit with a direct pitch. A direct hit is defined as a pitch that does not hit the ground first. If a batter is hit with a ball that hits the ground first this will be considered a dead ball runners cannot advance and the pitch will count as a ball.
- If a pitcher hits **3 batters in an inning** (not a game), the manager must remove her. If the same pitcher hits a batter the following inning 2 times the pitcher shall be removed from that inning. If a pitcher hits a batter a total of 5 times she will not be able to pitch anymore in that game but can play the field.

7. Overthrows

- Overthrows at 1st base, 3rd base and home plate will result in the ball becoming dead. Runners will not be allowed to advance.

- *Overthrow – Any ball thrown to 1st, 3rd or home plate that exits fair territory.
- Errant throws are still in play and runners may advance 1 base at their own risk.
- ** Errant throws - If the ball does not go beyond the foul lines.

8. Defensive Ball Control

- Time is called when the **pitcher** has the ball within the pitcher's circle.
- If the runner(s) is beyond the ½ way hash mark, they are awarded the next base. If not, they must return to the previous base.

9. Bunting and Stealing

- A play may bunt; a player that is bunting may advance one base only. (1st base)
- Base runners may only advance **one** base **per batter** at their own risk on a straight steal or passed ball. A player may **NOT** continue to run **on an errant throw back to the pitcher. No stealing Home**
- If a runner attempts to steal a base after they already sold a base with the current batter still batting, the runner will be forced to return to the base the originated from. If that player is thrown out while attempting to steal a base with the same batter, the runner will be called out.
- Base runner may start her steal when the ball is released from the pitchers hand.

10. General

- No infield fly rule and the catcher cannot block home plate on any play at home plate. No stealing Home
- No drop third strikes.

11. Runs per inning

- Max allowable 5 runs per inning.

12. Minimum Number of Players on Defense

- A team must field a minimum of 7 players within 15 minutes after the scheduled start of the game. Any team not fielding at least 7 players shall forfeit the game. Time will start at game time regardless.
- If a team cannot field a full team, the teams may still play and the umpire will call the game. The game will be **1:00 DROP DEAD**. You may share players

13. SUBS

- A player that moves up a division to sub for a team, that player may catch or pitch if the team needing a player doesn't have one. That player should still bat last in the lineup. A player that moves laterally in the same division to sub, that player is to bat last and play in the outfield.
- A team calling up subs cannot **exceed 11 players** in the starting lineup. All subs must bat last in the order
- No player from an upper age group that does not meet the required age may not play in a lower division.

ONE (1) UMPIRE PER GAME