

# 8U

## GIRLS SOFTBALL

### INSTRUCTIONAL / 8U DIVISION RULES

#### 1. Official Game

- A full game will be 6 innings or 1:15 min. finish the inning. In case of rain and game is called, it will be official if 3 complete innings have been yed.
- There will be a 1:15 time limit on all games. Finish the innings. **If you wish to talk to your team, please go in the parking lot or away from the field area so the following team can get in.**
- Games can end in a tie.
- Any game not official shall be replayed from the beginning.
- **NO International tie breakers in 8U- Games can and will end in a tie.**

#### 2. Playing Field

- **ALL PLAYERS ARE REQUIRED TO WEAR A FIELDS 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 in place with a 8' radius circle around it.
- 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 or two (2) coaches 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 once the pitcher has the ball in the circle.
- 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 in the CIRCLE that coach must go to the fence and remain QUIET until the pitch is thrown. They are there to help their catcher with missed balls.**
- Coaches behind the plate are not allowed to argue balls and strike or safe calls behind the plate. You are there to help 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 MAY PITCH FROM ANYWHERE IN THE 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)
- When a coach comes into pitch to their player, they will assume the count at the time of their entrance. UMPIRES WILL CONTINUE TO CALL BALLS AND STRIKE, EVEN IF PLAYER DOES NOT SWING THE UMPIRE CAN CALL IT A STRIKE IF PERMISSABLE)

#### 6. Hit Batsman

- If a batter is hit with a direct hit, the batter shall remain in the box with her current count and the coach will come in and pitch to her for the remaining at bat. (If the player cannot physically or mentally complete her at bat she will be awarded 1<sup>st</sup> base). 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. ( The pitcher will remain pitching to this batter)

- 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 player may bunt; a player that is bunting may advance one base only. (1<sup>st</sup> 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**
- **When a catcher throws down to a base on an attempted steal, the runner may only advance to that base and cannot advance to another base regardless of where the throw ends up. Only 1 base can be stolen per batter.**
- **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 or a lateral player that is used to sub for a team, that player may catch or pitch or play any position if the team needing a player doesn't have one. That player should still bat last in the lineup.
- 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.
- No player sub can be used to pitch catch or play in the tournaments.

### **ONE (1) UMPIRE PER GAME FOR 8U**

### **TWO (2) UMPIRES PER GAME Tournament**

YEAR-END TOURNAMENT TO START NO LATER THAN MON JULY 5<sup>TH</sup>.

\*YEAR END TOURNAMENT WILL BE A BLIND DRAW SINGLE ELIMINATION TOURNAMENT. YEAR END TOURNAMENT RUN RULE – 8U / 5 RUN LIMIT PER INNING. 12,10,8 - 3, 4, 5 IN THE TOURNAMENT, IF TIME HAS EXPIRED AND GAME IS TIED – INTERNATIONAL TIE BREAKER GOES INTO AFFECT. LAST RECORDED OUT STARTS AT 2<sup>ND</sup> ZERO OUTS TO START THE INNING. UNLIMITED PITCHERS AND CATCHERS IN TOURNAMENT.

**NOTE- NO TRAVEL BALL PITCHER OR CATCHER MAY SUB ON A TEAM TO PITCH OR CATCH IN THE TOURNAMENT.**

**TOURNAMENT GAME TIMES WILL BE 1:15 MINUTES FINISH THE INNING.**

**Note – All towns MUST sign up and use the RAINED out Hotline.**



Here is a link for [rainedout.com](http://rainedout.com), we will be using this system for the crossroads league.

Schererville account is: Schererville Crossroads

Crown Point account is: CP Crossroads

Cedar Lake account is: cedar lake crossroads

Griffith account is: Griffith crossroads

Lake Village account is: Lake Village Crossroads

**YOU MUST SIGN UP FOR EACH TOWN SO YOU GET ALL ALERTS.**