

# CENTRAL COAST GIRLS SOFTBALL LEAGUE SUPPLEMENTAL RULES PRE-ROOKIES

(8 – under)

The purpose of this league is to instruct girls 8 years old and under in the sport of softball within the context of sportsmanship and team experience. Coaches and managers are urged to let each player experience play at each position as often as possible throughout the season.

## 1. USE OF PLAYERS

- Each team should field a minimum of 9 and a maximum of 13 players on the field at a time. This includes all normal infield positions, plus a rover (Buck short), catcher, and a player pitcher. If fewer than 8 players are present, that team may borrow a player from the other team (if agreed upon)
- Each player present at the game must play at least one inning in the infield.
- Catcher must wear a chest protector, shin guards and a helmet. A coach or team parent should back up the catcher to expedite the game and be sure the catcher is at a safe and proper distance.

## 2. BATTING

- Continuous batting order will be played. All players will bat in the same order throughout the game.
- Coaches are encouraged to switch up their batting order every game.
- **FIRST INNING**
  - i. Coach Pitch only
  - ii. 3 outs or 5 runs is to not be recorded in this inning
  - iii. Half inning is complete once a team bats through the entirety of their line up
- **SECOND INNING UNTIL END OF GAME**
  - i. Teams will play 3 outs or 5 runs to end a half inning.
  - ii. Each batter is entitled to 6 pitches in all. This will consist of three (3) player pitches from the opposing team's pitcher. If the batter fails to hit the ball they will receive three (3) coach pitches. If the batter fails to hit the 3 provided coach pitches, the ball will be placed on a batting tee for one (1) swing.

## 3. LENGTH OF GAME

- Five (5) innings or an 1 hour and 15 minutes from the start time whichever comes first. No new inning should start with 5 minutes or less on the clock.
- Home team coach will be in charge of start and end times.
- **EQUIPMENT**
  - 11" safety type balls must be used for all practices and games.
  - Batting helmets must be worn while at bat, on deck, and on base
  - Catchers must wear a catcher's helmet, shin guards, chest protector while behind the plate.
  - Facemasks for fielders are highly recommended, but not mandatory.
- **PITCHING**
  - The pitching distance will be 30 feet
  - Pitchers **must** wear a fielding mask
  - A pitcher may not pitch more than two (2) innings
  - A pitcher will pitch 3 pitches per batter
  - balls and strikes will not be counted
  - **IF NEEDED:** if a pitcher is feeling overwhelmed with pitching the team coach can either:
    - put a different child pitcher in

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- Opt. to have the opposing teams coach pitch to their players until the end of the half inning

### 6. GENERAL

- Managers and coaches are instructed to stress “instruction and enjoyment” rather than competition. “Everyone Wins.”
- During the game, the team manager may determine who is allowed in their dugout and field area. Managers and coaches are allowed on the playing field during the game.
- No score book or league standings will be kept.
- Pitching mound coach will also act as field umpire.

### 7. PLAYING RULES

- No stealing of bases is allowed on pitched balls, return throws from catcher, or when an infielder has possession of the ball.
- Team provided pitching mound coach should be used to receive throws from the catcher between pitches and at the end of a play to reduce overthrows and speed up the game.
- Players may tag up on fly balls but may advance only one base.
- Runners may advance one base only on an overthrow. If the runner is more than half-way to the next base before the ball is thrown, they may advance to the following base on the overthrow.
- Runners must stay on base until the ball crosses home plate.
- No infield fly rule will be enforced.

**Double Bases:** When using double bases at first, the following rules should be enforced.

- A batted ball hitting the white portion of the base is declared fair and a batted ball hitting the orange portion of the base is declared foul.
- Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white portion.
- The batter-runner must use the orange portion on the first attempt at first base; however, should she reach and go beyond first base, she may return to the white portion.
- Should the batter-runner round the base on a hit, she must return to the white portion.
- When tagging up on a fly ball, the white portion must be used.
- On an attempted pick-off, the runner must return to the white portion of the base.

### PRE-ROOKIE TOURNAMENT

- At the end of the season each city may send one team to play-offs to participate in a league-wide tournament for Pre-Rookies. Cities are encouraged to send last year players and or players with experience. A 5 inning or 1 hour and 15 minute game(s) will be played.
- Rules for this tournament will be different then season rules
- Score will be kept

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- No tee permitted
- CITY HOSTING WILL SEND OUT DETAILED RULES