



CGSL Spring 2023 8U House Rules

Length of Game/Inning:

1. Regulation length of a game is 6 innings. No new inning may be started after 80 minutes
2. A player who enters the game after the start of the game shall be added to the end of the batting order.
3. Inning game play: 3 outs or 4 runs end an inning. (whichever happens first)
4. Run ahead rule: If a team is ahead by 12 runs after 4 complete innings (3 and ½ innings, if the home team is ahead), or 8 runs after 5 complete innings (4 and ½ innings if the home team is ahead), the game is over.
5. If the score is tied after 6 innings during the regular season, the game will end in a tie.
6. Scores are reported to be agreed upon by both teams and reported in SportsEngine by the winning team.

7. Batting:

1. A continuous batting order is in effect. All players are in the line up.
2. Balls and Strikes are not called.
3. A **maximum of 6 pitches per batter**. If the 6th pitch is a foul ball, the batter gets one more pitch. If this pitch is not hit into fair territory, the batter has struck out.
4. A fair ball is defined as a ball that is played or stopped between the foul lines.
5. Dropped 3rd Strike is not in effect.
6. A **fairly hit ball** that does not reach the grass line allows for batters/runners to attempt to advance **ONE** base. Batters/runners however can be thrown out.
7. A **fairly hit ball** that does reach the grass line allows for batters/runners to attempt to advance **TWO** bases. Batters/runners however can be thrown out.
8. A **fairly hit ball** that reaches the 125 foot mark (cones) allows for batters/runners to attempt to advance **UNLIMITED** bases, Batters/runners however can be thrown out while attempting to advance the bases.
9. A ball that hits an adult on the field will be considered “dead” and the batter will return to the plate to bat again. An adult must get out of the way of a play, whether when players receive or attempt to throw the ball.
10. **Infield Fly rule is not in effect.**
11. **No bunting or slashing.**



Base Running:

1. Runners may not advance on overthrows.
2. Runners may advance one base at their own peril for fairly hit balls that do not reach the grass line.
3. Runners may advance two bases at their own peril for fairly hit ball that reach the grass line.
4. Runners may advance unlimited bases at their own peril for fairly hit ball that reach the 125 ft line. We will mark this with cones.
5. Leading is not allowed.
6. Stealing or advancing on passed balls are not allowed.
7. Catchers for the next defensive inning should be removed from the base in order to put the gear on. The last out made, or last batter from the previous inning, shall serve as their pinch runner.

Fielding:

1. A maximum of 10 defensive players shall be on the field at a time which includes normal infield players and four outfielders.
2. All defensive players can wear facemasks when in the field. Pitchers, First Base, and Third Base **should be encouraged** to wear facemasks.
3. Catchers are required to wear full gear.
4. The player who is playing the "pitching position" must stay within the pitching circle until the ball is hit.
5. Outfielders must be positioned on or behind the grass line.
6. All players must rotate between outfield and infield positions.
7. Defensive attempts can be made at any base.
8. Players may not sit more than 1 defensive innings per game.

Coaches:

1. A coach for the team that is batting will pitch.
 2. Three coaches are allowed on the field (defensively) to provide instruction. One in the outfield and one behind the infielders. The third coach can be behind the catcher to provide instruction.
 3. The outfield coach is to help monitor whether the ball reached the grass line or 125ft mark.
- Cheering is encouraged! **Cheers must be positive in nature.**
 - Remember these are **LITTLE GIRLS**. Have fun, be safe and teach to **LOVE THE GAME!**