

## Cary-Grove Youth Baseball & Softball

### TOS 8U Softball Rules

8U game rules shall follow IHSA rules with the following exceptions:

- 1) Coach pitch
- 2) Base length: 60 feet on Field 5 and 55 feet on Field 3
- 3) Pitching Rubber: 30 feet
- 4) Pool-play and bracket game length: Six innings, but no new inning shall start after 1 hour and 30 minutes. There is no drop dead. Championship game length: 6 innings. There is no drop-dead time.
- 5) If a game is called due to weather or darkness, it shall be considered a complete game after three innings (2 ½ innings if home team is ahead).
- 6) Large-Lead Rule: 12 runs after three innings (or 2 ½ innings if the home team is leading), 10 runs after four innings (or 3 ½ innings if the home team is leading), 8 runs after five innings and any subsequent innings (or 4 ½ innings if the home team is leading)
- 7) Teams can play with a minimum of seven players. If seven players are not available by the start of the game, the team will forfeit the game.
- 8) All pool-play games will start with a coin flip with the coach from the team who travels farthest making the call. The coin flip will determine the home team during pool play. The game clock will start when the home team takes the field in inning one. Bracket games will be seeded.
- 9) Pool-play games may end in a tie.

#### A. **Batting**

- 1) Continuous batting order, everyone bats
- 2) Each batter is entitled to **three pitched balls** per at bat. The batter is considered out if she does not put the ball in play after the third pitched ball. The batter will be awarded another ball for each foul hit on the last and subsequent pitches unless caught by the catcher.
- 3) There are no walks.
- 4) Bunting is not allowed. A batted ball hit immediately in front of the plate in fair territory shall not be considered a bunt and is live.
- 5) Pitchers (coaches) must throw underhand from the rubber. If a batted ball hits the pitcher (coach) or umpire, it is a live ball.
- 6) If a batter happens to hit the catcher's glove during her swing, it shall be considered a dead ball. The batter is not awarded first base. The pitch shall not count towards the batter's three pitches affectively making it a redo.
- 7) On Field 3 only, a batted ball hitting the tree in fair territory as determined by the umpire is a dead ball and does not count against the three pitches for the batter affectively making it a redo.
- 8) Each team can score a maximum of five runs in each of the first five innings. Once a team scores five runs, their turn at bat is considered over and they will immediately take the field. **The five-run limit does not apply in the sixth and any subsequent innings.**

#### B. **Fielding**

- 1) A maximum of ten (10) defensive players will be on the field, six on the infield, three in the outfield, and one short-center fielder.
- 2) Until the ball is put in play, outfielders shall remain behind the white line drawn in the outfield.

- 3) The short-center fielder may play in front of the white line but must remain in the grass until the ball is put into play.
- 4) Infielders must be positioned behind the back of the pitcher's circle.
- 5) The player playing the position of the pitcher must be positioned behind the pitching plate within the pitcher's circle.

### **C. Base Running**

- 1) When a ball is hit to the infield, base runners and the batter may only advance one base.
- 2) When a ball is hit to the outfield (whether or not it is due to a fielding error), runners may advance as many bases as the batter. If the batter is tagged out trying to advance to an extra base, the other base runners may advance an additional base. Example, if a batter makes an honest attempt to reach second base and is tagged out (whether or not they are retreating back to first base), other base runners can advance two bases. If the batter attempts second base, but safely retreats back to first base, runners only get one base. Once the ball reaches the infield, runners may continue only to the base they were trying to reach while still following the above rule. Runners are subject to being put out until they reach a base. An honest attempt call is at the discretion of the umpire and should not be argued.
- 3) No bases are awarded for any overthrown base whether in play or not in play.
- 4) Runners may only leave the base after the ball crosses the plate and cannot steal. This is a difficult rule to enforce and we expect teams to abide by it. If it becomes an issue, runners leaving early may be subject to being called out.
- 5) In all situations where runners have advanced too many bases, they shall be sent back without liability of being put out after time has been called.
- 6) Base runners cannot advance after a fly ball is caught, i.e. no tagging up.
- 7) A runner hit by a batted ball in fair territory is out and the play is considered dead unless the batted ball has passed an infielder other than the pitcher. Remaining runners may advance to the base they were pursuing.
- 8) If a base runner collides with a fielder attempting to make a putout, the runner will be called out.
- 9) The Look Back Rule is not in effect.
- 10) A courtesy runner is allowed for the catcher with two outs. A courtesy runner will be the last batted out. Try to have a runner ready before calling time.
- 11) Runners may be called out if not avoiding contact. Runners should always be encouraged to slide when necessary.

### **D. Safety/Sportsmanship**

- 1) A facemask is required to be worn for infielders playing first base, third base, and pitcher.
- 2) Batting helmets shall have a full facemask.
- 3) Proper catcher's equipment is required.
- 4) No metal cleats
- 5) On-deck hitters shall be at the batter's back.
- 6) Umpires have the final decision on calls. Only head coaches are allowed to approach the umpire to discuss calls which should occur between innings whenever possible.
- 7) Two defensive coaches are allowed in the field but must remain behind the outfielders.
- 8) Coaches not coaching bases, in the outfield or pitching, shall remain in the dugout.
- 9) Only the head coach shall interact with umpires.
- 10) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup