

# Capistrano Girls Softball

## 8U Division Rules - 2019 Season

This division's goal is to teach the fundamentals of girl's fastpitch softball. These fundamentals are taught during practice and executed in games. The games should provide an element of healthy competition. Sportsmanship, safety and fun should be stressed and promoted by all managers, coaches and parents at all times throughout the season.

The manager, asst. coach or team mom must not leave the practice or game until all players have been picked up by their parent(s) or designated Adult as specified by the player's parents.

All games of the Capo Girls Softball League shall comply with the rules set forth herein as well as the current edition of the USA softball guide and playing rules.

**GAME DURATION:** A regulation game in the 8U division will be 5 complete innings, or as ended by time limit (below). If the game is tied at the end of 5 innings, or when the time limit has been reached, the game will end in a tie.

**TIME LIMIT:** Official time will be kept by the home plate umpire, or his designee. He /she will start the clock after the plate meeting. No new inning shall be started after 1 hour and 30 minutes. An inning that is started before the time limit has been reached will be completed, unless the home team is ahead, in which case the last 1/2 inning will not be played.

**UMPIRES:** All games will be played under the direction of the CGS appointed umpire. CGS will make every effort to insure that the umpire is USA Softball certified. In the instance where there is no ASA certified umpire available, the game will be re-scheduled unless both managers agree on an available replacement umpire for the game. In this case, the result of the game will be final, and the game will not be re-scheduled.

**DUGOUTS:** Only coaches/managers/team moms and team members are allowed in the dugouts during regulation play. All players **must** remain in the dugout unless on the field, and **must** refrain from sitting in the stands during the game. Only water may be provided to girls once a game begins, food should be held to after the game.

**COACHING:** Coaches are only allowed to coach from the dugout or designated coach's box on the field during the game. Coaches are prohibited from coaching from the stands or behind the backstop.

For the first half of the season, one coach may stand in the outfield to instruct their players on positioning and after a play has completed providing instructions to players on how the play should have been made. A coach shall not impede the speed of the game, and umpires are instructed to remove the coach from the playing field if in the umpire's opinion the coach is impacting the flow of the game. When play is live, a coach in the field cannot influence the live play at all; this includes yelling instructions to or touching players.

**UNIFORMS:** All players are expected to present a neat appearance in uniform during the game. This includes, but is not limited to shirts being tucked in. Coaches should wear closed toed shoes for safety while on the field.

**JEWELRY:** Players are prohibited from wearing jewelry during games.

**MINIMUM PLAYER RULE:**

1. A game may begin and end with a minimum of six (6) players. In the instance where a team cannot field at least six players, said team shall forfeit.
2. Ten (10) defensive players will be allowed to take the field with six (6) standard infield positions including catcher and (4) outfield positions. The outfielders must be positioned in the outfield grass and not on the dirt infield.

**LATE ARRIVALS:** Team members arriving after a game has begun shall be placed at the end of the batting order.

**EARLY DEPARTURES:** The opposing coach shall be notified if it is necessary for a team member to leave the game before it is completed. Said player's spot in the batting order will be skipped from that point on, with no penalty or "out" being assessed.

**BATTING ORDER:** All team members will be placed in the batting order. The batting order need not be arranged in conjunction with who starts the game defensively.

## PLAYING TIME:

1. No girl will sit out for a second inning until all other girls have been substituted for an entire defensive half. This applies per game only.
2. An injured player can be replaced with anyone from the bench at any time, no matter where you are in the substitution order.
3. All players must rotate between infield and outfield. Each player must play one full inning in an outfield position, and one full inning in an infield position by the end of the 4<sup>th</sup> inning in each game.
4. A catcher can catch no more than 2 innings per game. At the end of 2 continuous innings, a new catcher is entered into that position.
5. Sitting on the bench does not count for your inning in the outfield.

**MERCY RULE:** The mercy rule will be enforced when the opposing team is ahead by 15 after 3 innings, 12 after 4 innings or 8 after 5 innings.

## PITCHING:

1. Pitching is in its fundamental training stage in this division and shall be governed by modified pitching rules. A player will pitch and an umpire will judge balls and strikes.
2. During regular season games a pitcher will pitch to a count of 4 balls or 3 strikes to each batter. If the batter puts the ball into fair play then the play continues. If the batter does not put the ball into fair play after a count of 4 balls, then a designated coach will pitch to the batter continuing the strike count until the batter either puts the ball in fair play or reaches a count of three strikes. Coach pitched balls in the strike zone not swung at will be called strikes by the umpire  
If a coach pitch is a ball rather than a strike, the coach can re-pitch within the following parameters: The maximum number of pitches off a coach is 3 if the count starts at 2 strikes or 5 if the count starts at 1 or 0 strikes. A batter can't strike out on a foul ball that is not caught. Coaches are encouraged to pitch to the batter at normal speed for that age group. "Slow pitching" is not allowed. Coach pitches should not have more than a 12" arch. If a ball is determined by the umpire to have too much arch, the ball is dead and will be considered a strike
3. The coach pitcher must pitch from the pitchers' plate (pitching rubber). No Exceptions! The player pitcher shall remain in the pitching circle (both feet inside the circle) while the adult pitcher is pitching and must play no closer to the batter than the pitchers plate until the pitch is released. The coach pitcher must make every reasonable effort to get out of the way of the ball and/or defensive players. If a batted ball hits the coach, the ball is live and the batters and runners can attempt to advance. If the coach pitcher interferes with the play as judged by the umpire or does not make an attempt to move out of the way, thus interfering with the play, the umpire will call the batter out for interference.

4. Each pitcher may pitch a maximum of 2 consecutive innings and a total of 3 innings per game. One pitch to a batter in an inning constitutes an inning.
5. Hit by pitch: The hitter's coach will make the call.
  - a. If a batter is hit by a pitch, it goes directly to coach pitch. If the child appears to be OK, they should be encouraged to continue their at bat. If the batter is injured, the batter is awarded first base.
  - b. If the batter takes the base, no runs may be scored on a hit batter. If the bases are loaded the runner comes home but the run does not count.
  - c. If the child appears to be hurt, the last out will run for the hitter. Again, no runs may be scored on the hit batter.
  - d. Only a slow pitched ball rolled on the ground can be considered a no Hit By Pitch. In this case, the pitch will be called a ball and the batter will resume the at bat.
  
6. Illegal Pitch: Illegal pitches will be called as a warning in order to correct improper pitching techniques. However, no bases or balls will be awarded on an illegal pitch.

**STRIKE ZONE:** In order to encourage batter aggressiveness at the plate, improve infield skills and increase the fun for both parents and players, we are asking the umpires to modify the USA Softball strike zone and call a "Big Strike Zone". A big strike zone is defined here as a zone where, in the umpire's opinion the batter could have made solid contact with the pitched ball. This means that the strike could and should be called from the batters chin to the batters knees

**INFIELD FLY RULE:** Not applicable in this division.

**BASE RUNNING:** In accordance with USA Softball rules, an OFFENSIVE player has the duty to avoid a collision with a defensive player attempting to field a ball or make a play on the runner. If a collision occurs, the offensive player shall be automatically ruled out.

In order to avoid any collision with a defensive player, runners may slow down, slide, change directions, and stop entirely or even run around a defensive player within 3 feet of the base path

**STEALING BASES:** All throws back to the pitcher from the catcher are dead. A runner can leave the base when the ball leaves the pitchers hand.

1. Base Runners may steal on pitched balls, passed balls or wild pitches. On a defensive attempt at either second base or third base, the runner may not advance beyond the original base attempted (No advancement on an overthrow). Home plate will be “closed” (no stealing, or awarding of this base on an overthrow). If the catcher attempts to “pick off” a runner leading off of first base, the runner may attempt to take second base if there is an overthrow. Runners may not attempt to take home on a “pick off play” at third base.
2. Runners may advance on batted balls and may advance one base only on an overthrow to any base.
3. Runners must stop advancing on batted balls when the ball is controlled by the pitcher in the pitching circle, or thrown over the line around the pitching circle by a fielder in an attempt to return the ball to the pitcher. Runners must be over halfway to the next base in order to be awarded that base. If not over halfway, they must return to the previous base.

**DROPPED 3<sup>RD</sup> STRIKE:** Not applicable for this division.

**COURTESY RUNNERS:** Courtesy runners may be used for any player that is hurt or unable to run without penalty in this division.

**SCORING LIMITS:**

1. There will be a maximum of 3 runs per inning, per team, through the first 3 innings. Once one team has scored 3 runs, the inning is ruled over and the next team takes its turn at bat. If a play results with more than 3 runs in the inning scoring, only the first three runs will be counted.
2. A maximum of 6 runs per team will be allowed in the 4<sup>th</sup> and 5<sup>th</sup> innings.
3. Bunting will be allowed, however, the pitch must be delivered by a player pitcher. No bunting off a coach pitcher is allowed.

**SCOREKEEPER:** Each Home team must supply an official scorekeeper to record the game in the team scorebook. Gamechanger may be used. Score by inning and pitching records will be kept.

**FIELD PREP:** Home team is responsible for field prep; which includes dragging the field in which you are playing, watering, and lining for play. The use of CGS equipment will be provided; however, the users are responsible for the care of the equipment as well as the grounds.

Home team occupies 3<sup>rd</sup> base dugout

**EQUIPMENT:**

1. All equipment used shall be USA Softball approved.
2. USA Softball approved regulation 10" RIF-1 softballs will be the official game ball.
3. All players must have the proper equipment to take the field including cleats and glove.
4. Catchers must wear protective equipment including helmet, mask, chest protector and shin guards.
5. All batters, on-deck batters and runners will wear a batting helmet with a protective faceguard.
6. All bats used must be USA Softball approved bats.

**BASEPATH AND PITCHING DISTANCE:** The base path distance will be 60 feet. The pitching distance will be 30 feet.

## **8U Addendum after Mid-Season Tournament**

Walks will be awarded for 4 balls for the first 2 innings. This will be limited to a maximum of 3 consecutive walks or 4 walks total in an inning. After this, coach pitch will be re-instituted. Walks during the first two innings can result in runs scored.

Pitchers will be allowed to pitch 3 consecutive innings during midseason tournament and beyond.

Catchers will be allowed to catch 3 innings during the mid-season tournament and beyond.