

2011 “8U” Division Rules

This division is designed to help girls learn and improve their softball skills. Batters will have a chance to hit from a player pitcher in addition to coach pitching.

- 1. The division will play with 11” “Softie” balls for every game.**
- 2. Five-inning game with 1 hour 30 minute time limit. No new inning may start after 1 hour 30 minutes. Clock starts with first pitch. Official inning time will be the moment of the last recorded out. There is NO hard stop.**
- 3. A team must have minimum of eight players to start game. Players arriving late are inserted at the bottom of the batting order. No penalty out is taken for missing ninth player.**
- 4. Team may use 10 players on defense. Pitcher, catcher, first, second, third, short stop, four outfielders.**
- 5. Outfield must be on the grass and may enter dirt area of infield only after ball has been hit. Coaches may assist in the outfield (two max), though not on the infield dirt. They should not assist in making plays or delay the game with unnecessary team formation.**
- 6. All players at the game will bat in the batting order.**
- 7. All players must play a minimum of two innings on defense. A player cannot sit a second inning until everyone on the team has sat out one defensive inning. All players must play “at least” one inning on the infield per game.**
- 8. Three run limit for the first three innings. Starting with the 4th inning, the inning ends when the batting team increases its lead by 4 runs or takes a 10 run lead, whichever is larger. A team trailing by 10 or more runs in the bottom of the last inning can only tie the game.**
- 9. Mercy rule of ten runs after four innings.**
- 10. No infield fly rule.**
- 11. No sliding, stealing or bunting. Runner cannot leave base until ball is hit by batter**
- 12. Two inning max per game for pitcher.**
- 13. No walks. Player pitcher pitches to each batter. After the pitcher throws four balls out of the strike zone as called by the umpire, the coach pitcher will pitch. The strike count will remain on the batter and the umpire will call balls and strikes. The coach will pitch to the batter until:
 - a. The ball is hit into play,**
 - b. The batter strikes out,****

- c. The coach throws a total of four pitches and batter is out. Foul balls with two strikes are unlimited.
14. Hit batter is a dead ball. For a batter to be considered hit she must make an attempt to get out of the way of the ball AND the ball must not bounce first. If the pitch hits the ground first, it is a “dead ball” but not a hit batter. If the umpire calls a hit batter, 1st base is NOT awarded. The strike count remains the same and the coach pitcher immediately goes out to the mound and pitches to the batter.
 15. Hit By Pitch Rule: Upon the 2nd batter hit in one inning, the pitcher will be removed from the mound for the duration of the inning and this counts toward one entire inning pitched. If the pitcher returns and hits two more batters, she is removed from pitching the remainder of the game.
 16. If a coach pitcher is hit by a batted ball, the ball is dead and the pitch is treated as a “no pitch”.
 17. To help speed up the game, a staff member of the defensive team may stand at the backstop to retrieve passed balls and throw ball back to pitcher.
 18. Balls hit to outfield: Runners may advance the bases until the ball is thrown into infield (crosses edge of grass), but they will be called out if physically tagged by the fielder. If the runner has “rounded” the base, they will be allowed to advance, at the risk of the runner. Ball does not need to be thrown to the pitcher to stop play.
 19. Balls hit to the infield and thrown to first or thrown against a forced runner to 2nd, 3rd or home, stops all play even if there is an overthrow. Runners can only advance to the base they are running to. In attempted plays at 2nd, 3rd or home from the infield with no force out, one base, but no more may be advanced on an overthrow (at the risk of the runner).
 20. Ball thrown to a pitcher or controlled/held by any infielder not taking additional action (ie. Throw, etc.) stops play. Runners can only proceed to the base they are already advancing to, previous to the ball being controlled/held by an infielder. If any infielder then throws the ball in a non-force situation, the play is live and overthrows can result in one additional base at the runners risk.

PLAYOFF RULES:

1. Game time becomes no new inning after 1 hour 40 minutes.
2. Four run limit for the first three innings, unlimited for the remaining innings.
3. 2 innings per game for the pitchers until after the 5th inning.
4. Extra innings are after the end of the 5th inning.
5. If tied at the end of regulation time, international tiebreaker rules apply.