

8U SOFTBALL LEAGUES

1. Shall have live Kid pitch to the first three batters of the first **THREE** innings. If after the first three batters of the first **THREE** innings, three outs have not been achieved, coach pitch will finish inning. Coach pitch shall finish remaining innings. If live pitch cannot be achieved, coach will pitch all innings; however, no more than two consecutive games can be coach pitch only. Player that is placed in the position for live pitch must remain in that position until inning has ended, except for injuries or other similar circumstances.
2. Player is not to lead off or steal bases. Penalty: Runner is out and play is dead, with all action during play void.
3. No infield fly rule.
4. All players must be listed in the batting order and will bat; even when not playing in the field. No player sits out two innings in a row.
5. Regulation games are six (6) innings in length; four innings (three and one half if the home team is ahead) will be a complete game in case of rain or other obstructions.
6. No game shall continue after eight complete innings.
7. When the sixth run crosses the plate in any inning other than the sixth, seventh or eighth, the side is considered out, and no other runs may score.
8. A team will play with ten players .If ten are not available; it may play with as few as eight. An out will be recorded in the ninth batting position (empty spot). If a ninth player becomes available, they may take this spot in the batting order, with no further penalty.
9. When a team fields ten players, four of these players must be in the outfield and spaced a relatively equal distance apart.
10. Players on the infield shall not over shift.
11. Coaches may call one time out per inning to confer with players in the field. Duration one minute.
12. Coaches may not touch base runners unless time out is called. Penalty: Runner is out.
13. The ball is considered dead and runners may not advance if: When the ball leaves the infield area or playing field as ruled by the Umpire, the ball is returned to the infield area and controlled by a player, and no further play if made on any runner, then the runner may go to the base he is advancing to or retreating to, and no further action may take place by the offensive team, until the ball is put back in play.
14. Batter may not bunt or swing easily at the ball.
15. Batter may not throw a bat in any direction. Penalty: First time, warning. Second time, batter will be called out.
16. A line will be drawn from first baseline to third baseline, with a radius of ten feet, from home plate. A batted ball must travel at least ten feet to be a fair ball.
17. A hash mark shall be drawn between third base and home plate. If a runner crosses this line, he/she must proceed home. Once he/she crosses this line, a force out is in effect at home plate.

18. Ten pitch limit. Foul balls not included on tenth pitch.
19. Fair play must rule all games.
20. Ten run rule shall not apply in league games.
21. At initial start of a game, each pitcher at the start of the first inning will be allowed 10 practice pitches, then play shall begin. All pitchers will be allowed five practice pitches at the beginning of all innings thereafter. If a new pitcher is brought into the game at any time, he/she will be allowed 10 practice pitches and shall abide by the five practice pitch rule thereafter.
22. **No Pitcher shall pitch more than one complete inning in a game.**