



2019 Spring

Girls 8U Softball Playing Rules

The primary goal of the 8U Softball Division is to teach softball fundamentals and build player confidence. The 8U division is a division for six (6), seven (7), and eight (8) year olds as determined by established age scales and utilizing coaches pitch. Coaches' pitch is used to control pitches to increase the amount of action at the plate and on the field. Fear of being hit by a pitch is diminished, making the game safer and improving the playing confidence and ability of all participants. Use of coaches' pitch removes the boredom, which is often the result of either overpowering or inadequate pitching.

The following local rules apply to the Carrboro 8U Division. Any rule, topic, or situation not specifically covered in this document will automatically defer to the Babe Ruth League Softball Rule Book. The league commissioner will have final ruling on any and all disputes.

Uniform/Protective Gear

1. Playing uniform is defined as the Carrboro team jersey, shorts/pants, and Carrboro hat/visor. Shirts must be tucked in and hats/visors must be facing forward. Uniform customization is prohibited with the exception of a player's first name, last name, and/or number on their hat/visor only.
2. Players must be in full uniform when playing a league game (regular season or post season). Uniforms are NOT required for practices.
3. No player will be allowed to wear jewelry during practices or games.
4. The catcher is required to wear all protective gear, including shin guards, chest protector, and catcher's helmet.
5. Catchers may use any glove they choose, a catcher's mitt is NOT required.
6. It is strongly recommended that all adult (male) volunteers playing the catcher's position wear a protective cup and catcher's helmet.
7. The player that plays the pitcher position is REQUIRED to wear a protective face mask. First base and third base are also REQUIRED to wear protective face masks. All other infield positions are NOT required to wear protective facemasks, however they are recommended.
8. All offensive players are required to wear batting helmets with a mask when anywhere on the field of play or in the batting cage. Runners are not to remove their helmet until fully in the dugout area.

Equipment

1. The batting cages are for Carrboro use only. Only one player and one coach will be allowed in the batting cage at a given time. Batting cages will be vacant during games unless they are occupied by Carrboro youth baseball.
2. Bat Rules
 - a. Only metal or composite softball bats with a maximum barrel diameter of 2.25 inches are permitted for use. No other limitations for bat length and weight are mandated. Wooden bats are not allowed to be used by players in either game or practice settings.
 - b. Only approved bats should be present in the dugout.
 - c. If a player is caught using a non-approved bat before they bat, the bat will be immediately removed from the game. If a player is caught using a non-approved bat during or after their at bat, the batter will be called out and any runners that advanced during the at bat will return to the bases they occupied at the beginning of the at bat. The bat will be immediately removed from the game.

Pre-Game

1. Players are not permitted on the field until their coach arrives and it's time for warm-ups. Only players, coaches, and adult volunteers are permitted in the field and/or in the dugout. All such volunteers must have valid background checks, and remain in good standing.
2. Pre-game warm-up will be conducted in the outfield area of the assigned dugout. No batting practice in the batting cages or fielding practice on the infield is allowed prior to games (in 8U).
3. Coaches must provide their batting order to the opposing team at least five (5) minutes before game time. A team's batting order will consist of every player that is on the roster.
4. Games must start on time. Up to ten (10) minutes grace is allotted to prevent a forfeit; however, the time limit begins at the scheduled game time. The extra time waiting for extra players comes out of the scheduled play time.
5. Each team must keep a score book, however no official standings are kept during the regular season. Win-Loss record could be used for seeding purposes in the post season tournament.
6. A team may begin a game with no less than seven (7) players in uniform. If seven (7) players are not available at game time then that team must forfeit. If there is a forfeit, the teams can play a scrimmage, however, only players from the teams scheduled to play can participate. The umpire is NOT required to stay if the game is forfeited, however, he/she can if they so choose. Players arriving late will be added to the bottom of the batting order immediately upon arriving, as long as the batting order hasn't turned over yet. There is no "OUT" penalty for playing with seven (7), eight (8), or nine (9) players instead of the full ten (10).
7. Practices are scheduled by the commissioner only. There will be no extra team practices allowed. Rained out practices can be rescheduled based upon field availability and commissioner approval.

General Game Play

1. Before the first pitch occurs, coaches will agree on the game start time and the home team scorekeeper will record it. The games can be delayed or suspended due to darkness or adverse weather conditions. On the rescheduled game date, the game will resume exactly where play left off, including outs already recorded, runners on base, and with the batter who was at bat when the game was called. No game can officially end due to darkness or weather.

2. Game duration will be a minimum of four (4) innings and a maximum of six (6) innings. Regular season games (weekend or weeknight) cannot commence a new inning after **75** minutes, regardless of the number of innings that have been completed. A new inning is considered “started” at the same instant that the 3rd out of the previous inning is recorded. The home team shall be entitled to complete any inning started unless leading into the bottom half of the final inning, otherwise the game will be called due to time limitations.
3. In cases of rain, a game will be complete if four (4) innings have been completed (3.5 innings if the home team has the lead). Rained out games will be played as specified by the league commissioner. Rained out games will generally be made up in practice slots when available.
4. The home team will provide new softballs for each game. Both teams will bat the same game ball during play. If a ball becomes unusable or is hit out of play a new, approved ball can enter the game.
5. Each team will be allowed one time per inning with a time limit of 60 seconds.
6. A five (5) run rule will be in effect for every inning. Play ends if one team is ahead by eleven (11) runs after four (4) innings or six (6) runs after five (5) innings.
7. Players must complete one (1) full inning in the field before they can be substituted, unless there is an injury.
8. Any player may re-enter the game as long as the player being replaced has played one (1) complete inning.
9. Players must walk behind the pitching circle when going from one side of the infield to the other.
10. If a batted ball hits the coach pitcher prior to a fielder touching the ball, the play will be called dead, the batter will receive a re-pitch, and the pitch does not count against the batter. **No runners may advance.**
11. The coach pitcher is not allowed to interfere with the defensive teams’ ability to play the ball. The coach pitcher must make an attempt to get out of the way of the defensive player, including the line of sight and the throwing lane. **If no attempt is made by the coach pitcher, then the batter will be called out and no runners may advance.**
12. The transition between dirt and grass will be used for determining infield vs. outfield hits, and whether a player is in possession of the ball in the infield or in the outfield.

Offensive Game Play

1. Offensive coaching will be limited to coaches at first and third base.
2. A continuous batting order will be used. All players on the team roster (that are present) will bat, regardless of their play defensively. If a player is unable to continue playing in the game, due to illness or injury, their batting spot will be skipped without penalty.
3. The batter must have both feet in the batter’s box when the ball is hit. If one (1) foot is out of the box, the batter will be called out.
4. Any player throwing a bat will receive a warning on the first occasion. The second time the batter will be called out.
5. Each batter will receive five (5) pitches or three (3) strikes, whichever comes first, unless the third strike or fifth pitch is a foul ball, in this occasion the batter will receive another pitch until she fails to make contact or puts it in play.
6. If a pitched ball is extremely high or low, the coach can request a “no pitch” with a limit of one (1) per player per at bat, if granted by the umpire it will count as a “no pitch” and not go towards the batter’s pitch count.
7. No bunting will be allowed. A full swing must be taken and the ball must travel beyond the ten (10) foot circle from home plate to be a fair ball. A ball remaining in the ten (10) foot home plate circle will be called foul.
8. Baserunning rules:

- a. Base runners are allowed up to one (1) base on an infield hit (ball does not travel into the outfield grass). If the ball travels to the outfield grass, even if touched by an infielder from the defensive team, it will be considered an outfield hit.
 - b. Base runners are not allowed to advance on an overthrow of any base by a defensive player throwing from within the infield.
 - c. On an outfield hit, time is called when the ball makes contact with the infield dirt or is in the possession of a player who is standing in the infield. The player does not have to be in possession of the ball. The ball should be thrown to a player, but it is not a requirement. The half-way point, which is drawn in chalk, between the bases (1st to 2nd, 2nd to 3rd, and 3rd to home) will determine what base the runner is granted. If the player is past the line when the ball hits the infield dirt or player's glove they receive the next base, if not, they return to the prior base. If multiple runners are on base they can only advance as far as the lead runner. For example, if the runner between 3rd and home DOES NOT reach the line and the runner between 2nd and 3rd DOES, both runners must go back since two (2) runners can't occupy the same base.
 - d. No lead offs are allowed. Base runners leaving before the ball is hit will be called out. Runners missing a base will also be called out.
 - e. Base runners are encouraged to slide feet first on all close plays, except when running through first base. A player is called out for sliding into first base or sliding head first into any base. A dive back to a base from over running that base is not considered a head first slide.
 - f. Base coaches can not touch the base runners while the ball is in play. If a coach touches the runner, they are called out. If this is the 3rd out, any runs scored during this play do not count.
 - g. If a base runner makes contact with a fielder on or around a base or in the base paths without having the ball that impedes their progress to advance to another base, defensive interference will be called. As a result the runner will be awarded the next base, unless they reach that base already in the process of the play.
 - h. Any base runner intentionally knocking off their helmet off will be called out.
9. The coach or adult volunteer of the batting team will be responsible for pitching. The coach pitcher can pitch from anywhere inside of the circle, they do NOT have to be standing on the rubber. However, they do have to make a reasonable effort to stay inside of the circle upon completing the pitch.
 10. Pitching before the defense is ready will result in a "no pitch" and a warning from the umpire, if it continues the coach or adult volunteer may be removed from the mound and not allowed to return for that game.
 11. The catcher must have a pinch runner if on base with two (2) outs. The pinch runner will be the player who made the last out. If less than two (2) outs the catcher must run for herself.

Defensive Game Play

1. Each player must play a minimum of one (1) inning of defense in the infield at a position other than catcher. Players have a two (2) inning maximum per position per game (Outfield counts as four (4) positions: LF, LC, RC, and RF). No player can sit out a second inning of defense until all players have sat out an inning of defense. If a player's non-participation is a result of a manager's deliberate action, the manager will be suspended for one (1) game. A second violation by the same manager will result in an indefinite suspension from managing or coaching in Carrboro for a term to be determined by the Recreation Supervisor and the Carrboro Recreation and Parks Department based upon the severity of the actions. If a coach or parent feels a player's safety is at risk with the mandatory inning of infield

play, a meeting between the coach, the player's parent, and the commissioner is required to create an exception for that player.

2. The defensive team is allowed two (2) coaches on the field. The coaches must be in the outfield grass behind first base and third base in foul territory. Defensive coaches are not permitted in fair territory.
3. No chatter will be allowed towards the batter at any time. Tasteful cheers are permitted at all times.
4. There is NO infield fly rule in 8U softball.
5. Any ball hit out of play is live until the defensive player holds up their hands signaling the ball is out of play.
6. Each team can field ten (10) players on defense. The 10th player can be placed on any position outside of the infield. Only five (5) players are allowed on the infield, six (6) if you include the catcher. Once the ball is put in play, this no longer applies. For example, an outfielder can come up on the infield dirt once the ball is hit to field their position.
7. If the team has seven (7) or eight (8) players, a catcher is not required. However, if the team has nine (9) or more players, the catcher position must be filled.
8. There will be no defensive warm-ups between half innings.
9. Players in infield positions may not cross the plane of the coach pitcher until the ball is batted.
10. The player pitcher's position will be with at least one (1) foot in the twelve (12) foot (six (6) foot radius) pitchers circle surrounding the pitching rubber. The player cannot be in front of the coach pitcher until the ball is batted. The pitcher's circle is an established safe area in an attempt to protect players from possibly becoming injured. Defensive players may field a batted ball in the pitcher's circle.

Post-Game

1. Both teams are responsible for cleaning up the dugout and emptying trash when cans are visibly full or at the end of the day.
2. All coaches/field supervisors need to make certain that all facilities are clean before leaving.

Officiating/Sportsmanship

1. All games will have (2) umpires. The umpire does not have to stand behind home plate. They will be in a position where they can keep track of the number of strikes and/or pitches while also being in position to make calls on batted balls in the infield. The umpire has authority over the field of play, and has the authority to eject coaches, assistant coaches, players and spectators at any time while at the field of play. The league commissioner or representative may be consulted to interpret local rules; however, the umpire's ruling is final.
2. Only head coaches are allowed on the field to discuss any call with the umpire. If needed, scorekeepers, assistant coaches, or the Recreation Supervisor may be called in. The umpire, Recreation Supervisor, and any Carrboro field supervisor have the authority to eject coaches, players, and spectators at any time while at the field of play. Any person ejected must leave the premises immediately. The incident will be referred to the Carrboro Recreation and Parks Department for further action at the discretion of the Recreation Supervisor up to and including expulsion from the league.
3. Any coach, player, or spectator showing unsportsmanlike behavior (verbal or physical), or throwing any piece of equipment in an unsportsmanlike manner will be ejected. The incident will be referred to the Carrboro Recreation and Parks Department for further action at the discretion of the Recreation Supervisor up to and including expulsion from the league.

Weather Policy

1. Coaches will decide the adverse weather policy for their own practices. For games, the Recreation Supervisor will communicate with staff, coaches and parents up to (2) hours before game time, to allow adequate time to notify visiting teams coaches and parents.
2. When there is any lightning visible in the area, play will immediately stop and players will seek the nearest shelter. After a minimum of fifteen (15) minutes from the last lightning strike, play may resume at the umpires' discretion, keeping the safety of all the children and spectators at the highest priority.