

San Bruno Girls Softball

8U Rules-2012

GENERAL RULES:

1. Score will be kept.
2. The official ball is the 11in Incrediball
3. Games will have a 70 minute time limit. No new inning after 70 minutes.
4. There will be a 5 run rule per inning.

DEFENSIVE RULES:

5. Player rotation between infield and outfield is encouraged for all games. Player safety must be taken into consideration.
6. Ten players will be allowed on defensive play (four outfielders)
7. Outfielder must be standing on the grass or ten (10') behind the bases.
8. The batter is out once the umpire calls three strikes or the defense makes the out.
9. No Infield Fly Rule.
10. Coaches are permitted on the field during defensive play. Coaches will not interfere with a ball in play. If a defensive coach is hit by a live ball the ball will be declared dead.
11. Play will be considered over when an infield player has possession of the ball.

PITCHING RULES

12. Defensive masks are optional for pitchers.
13. Two (2) innings maximum per pitcher for each game. Innings **DO NOT** have to be consecutive.
14. There will be no walks.
15. **PLAYER PITCHING:** Pitchers will pitch from a distance of 30 (30') feet. After a pitcher pitches four called balls, the coach will come into pitch.
16. **COACH PITCH:** Coaches pitch from the mound. Strike count remains the same. Umpire remains and calls strikes. Three strikes is an out. Three pitches maximum unless the last pitch is a foul ball. Batter can continue to foul off pitches until they put the ball in play or strike out.
17. **HIT BY PITCH RULE:** Upon the 3rd batter hit in the same inning, the pitcher will be removed from the mound for the duration of the inning. The pitcher will be allowed to continue to pitch in the next inning or later in the game.

HITTING RULES:

18. Batting will be continuous.
19. A hit batter may proceed to 1st base. However, in the event that the batter does not make **ANY** attempt to move, the pitch will be counted as a ball and the batter will not get the base. If the hit batter is not injured and would prefer to continue their turn at bat they may do so and the pitch will count as a ball (this should be encouraged). If injured, the batter may take the bench and a courtesy runner will be allowed. (runner will be the last completed batter)
20. Batted balls that hit the coach pitcher are a dead ball. Ball counts as no pitch against the batter.
21. **BUNTING RULE:** the batter may attempt to bunt while the player pitcher is pitching. No bunting attempts are permitted from the coach pitcher. There will be no "bluff" bunting where

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the batter shows bunt and then withdraws the bat and attempts to hit the ball. If this occurs the umpire will declare "dead ball" and the batter will be out. If the batter "shows" bunt at any time while the pitcher is in the pitching circle with the ball, and the batter is in the batter's box, the batter must bunt.

BATTER AND BASE RUNNER ADVANCEMENT RULES:

22. On **ANY** balls fielded and thrown to **ANY BASE (this includes 1st base)**: only one extra base **MAXIMUM** may be advanced by a base runner on an overthrow or error on the thrown ball. Runners may advance to the base they are allowed, but they can be called out if physically tagged by the fielder while advancing the bases. If a throwing error or catching error results while attempting to "put out" an advancing runner, the base runner may **NOT** advance beyond that base as a result of that error.
23. If a ball is hit to the outfield, the runners may advance on the bases until the ball is thrown back into the infield. The infield player having or attempting to have possession of the thrown ball from the outfielder will end the play.
24. If a fielding error occurs and the ball goes into the outfield, the runners may advance no more than one base. Runners may advance to the base they are running to but they can be called out if physically tagged by the fielder while advancing bases.
25. Base runners **MAY NOT** advance as the result of any "pitch associated" passed ball or wild pitch and/or ball thrown back to the pitcher. **ONLY HIT BALLS WILL BE CONSIDERED LIVE.**
26. Leading is permitted once the ball leaves the pitcher's hand.
27. Catchers may "pick off" runners. There will be **NO** advancement on over throws
28. **NO** stealing allowed.
29. Sliding is allowed.