

# Chain O Lakes Softball

## 8U Softball

### Playing Rules

#### ***Game Play***

- IHSA Rules will apply with the exception of the rules in this document.
- Full game is 5 innings.
- Kids will pitch to a batter until a strikeout, ball is put in play, 4 balls, or batter is hit by pitch
- No inning will start after 1:30. The inning begins when the last made is out in the preceding inning. Home team will keep the official start time.
- 5 runs maximum per inning.
- Game should be played with an umpire.
- 6 players are required to start the game. If fewer than 8 players are present, a coach or other volunteer may catch for the team, but may not participate in any plays.
- All eligible players must be placed in the lineup and will bat in a continuous order with free substitution allowed.
- If, for any reason, a player needs to be removed from the game, the batter will be skipped without penalty.
- Chanting or sing-song cheers are allowed for your team only. Once the pitcher is set, chanting and/or sing-song cheers must stop. Infraction will be a called dead ball strike if infraction is by the batting team. In case of the pitching team, the batting team has the option of a replay of the result of the pitch/play.

#### ***Pitching***

- Pitcher can pitch maximum of 2 innings per game. Pitching any part of an inning counts as an inning pitched.
- Once a pitcher is removed, the player may return to pitching later in the game (but not in the same inning).
- All pitchers must wear protective face shield.
- The pitchers will be allowed 5 warm-up pitches at the start of the game and between innings
- When the coach is pitching, the kid-pitcher must be positioned even with the rubber or behind.

#### ***Batting***

- Balls & strikes will be called.
- No bunting allowed.
- No dropped 3<sup>rd</sup> strike
- A pitch that bounces and hits the batter will be ruled a ball, not a hit by pitch.
- On a hit by pitch.

- First base is NOT awarded
- Batter's count is reset to zero strikes and coach takes over pitching
- Strike zone: Chin to shins and one ball inside and 1 ball outside. The intent is to encourage the batters to swing at hittable pitches.
- No bases will be awarded on a walk
  - After 4 balls, the batter's coach will take over pitching and inherit the number of strikes.
  - Coach will pitch until...
    - 3 strikes—called or swinging (coach pitches can count as strikes)
    - Ball is put in play
    - Coach is limited to a maximum of 4 pitches to a batter. If the batter fouls off the last pitch, the batter will continue to get additional pitches until a swing and miss, ball in play, or take a pitch (called out).

### ***Baserunning***

- Stealing of bases is not allowed.
- Runners may advance up to one base on any infield hit or error. If the batter hits the ball into the outfield, the batter and runners may advance up to 2 bases.
- A ball that is initially fielded by an outfielder will be considered an outfield hit and the batter/runners may advance up to 2 bases.
- No infield fly rule
- ~~On a caught fly ball with less than 2 outs, the runner must return to the base. The runner cannot tag up and advance.~~
- Players are not required to slide, but every effort should be made to teach this skill
- Courtesy runner allowed for catcher with 2 outs, runner shall be the last out made.
- If a runner attempts to advance to a base further than allowed, the runner is considered in play and may be tagged out. After the play is completed and the runner has safely reached a base, the umpire may reposition the runner(s) as needed.

### ***Defense***

- Teams may play with 10 fielders.
- The 4 outfielders must be positioned in the outfield. On a small field, this can be the outfield grass. On a larger field, it should be at least 10 feet beyond the baselines.
- Each manager should try to make playing time similar for all players. No one should sit more than twice during a game. This rule is to be governed by the team's organization and will not be addressed or monitored by the umpires during a game.

### ***Borrowed players***

- Borrowed players must come from registered players from the same organization at the 8U level or younger.

- The manager must inform the opposing team which players are being borrowed and not on the roster prior to the game.
- Borrowed players must bat at the end of the order and play the outfield

### **General**

- Pitching rubber: 30 feet from back tip of home plate
- Bases: 60 feet apart.
- Games stopped due to weather or darkness before the 3rd inning (or bottom of 2<sup>nd</sup> with home team leading) will be resumed at the point where the game stopped.
- A soft 11' softball will be used.
- This is an instructional league and the manager may stop play at any time to give instructions or clarify a rule to a player.
- The winning team manager is responsible for reporting the game result within 24 hours (including cancellations), preferably the same evening as the game.

### **Playoffs**

- In case of tied game after a complete game or the time limit has expired...
  - Last person who batted in the previous inning will be placed at 2<sup>nd</sup> base with 1 out.
  - Batters will start with 1-1 count.
  - After 8 innings, all innings will be coach pitch only.
- Home team will be determined by the better seed. This will hold in all instances, regardless of which game it is. If seeds are equivalent or teams are not seeded, home team will be determined by a coin flip.
- No defensive coaches allowed in the field during play.
- Mercy rule will be 11 runs after 4 innings (or 3 ½ if home team leading) or 6 runs after 5 (4 ½ if home team leading) as the team would be able to come back with the run limit.
- Championship game will be played without a time limit unless otherwise specified by the league.