



C. 8U LEAGUE RULES

**These are IN ADDITION to the MUS Softball General Rules below.*

The 8U league is for girls 8 years old as of December 31 of the previous year. This league plays on a smaller field with base distance at 45 feet, and distance from pitching plate to home plate of 35 feet. An 11-inch regulation (hard) ball is used in this league. **Before the game each coach will provide a written line-up card to the other coach with numbers & first names.** Only the designated coach of each team can call outs. Special rules apply to this league as follows:

1. TEAM:

Each team will field ten (10) players (4 outfielders who must lineup **15' behind the base path**) when possible. A team may borrow players from the opposing team to field nine (9) players on defense. The borrowed players will bat with their own team. No batting penalty for playing with less than nine (9) players.

2. GAME:

A game will consist of hour & 5 minutes (65 min) **NO drop dead** & no inning limit. Teams are allowed to finish the inning unless the home team is batting and leading when time expires the game is over. Scores and standings will be kept. An inning will consist of three (3) outs or five (5) runs maximum, whichever comes first. Inning is over when the 5th run crosses the plate. Games may end in a tie.

Flip Flop rules do not apply.

3. PITCHING / CATCHING:

In an effort to develop more players in this position, the following rules will be used. Catchers will be allowed to catch no more than one (1) inning in a game. Coaches are responsible for monitoring this. Unintentional violations of this may be corrected by substituting a player without penalty. All games will be COACH PITCH until after Memorial Day where players will begin pitching per 9U rules. (coaches will take over pitching to the batter after 4 balls or batter is hit by pitch. Coaches keep count of calls balls & strikes) EOYT & make up games from before Memorial Day will be **COACH PITCH**.

4. BATTING:

Batters coach will pitch up to six (6) pitches to the batter. A batter may continue up to ten (10) pitches if they continuously foul the sixth through ninth pitch. The batter is out on the third strike or tenth pitch if the ball is not put in play. Runners may continue to advance bases until the ball is under the control of a fielder & **on the dirt**. If the player has not put the ball into play after the sixth pitch, that batter will be considered out and return to the dugout. **Bunting is not allowed.**

5. BASE RUNNING:

No base stealing is allowed. Runner must hold base until the ball is hit. Runners may advance on overthrows. A player called out on the bases must return to the dugout. *A runner is not out if hit by the ball running between bases. A runner is out if they do not tag up for a caught ball.*

6. MISC:

When on defense a team may have two coaches in the outfield to help their players with alignment and instruction. The coach must not be within the base paths and cannot touch any player or the ball. The coach also has no input on umpire calls during the tournament & only head coaches can act as the umpire for the regular season. Assistants have no say or input towards calls. The team in the field is required to position a coach/parent at the backstop to field pitches missed by the catcher. This will help to move the games along.

3. MUS SOFTBALL GENERAL RULES:

3.3. BORROWING PLAYERS

Borrowed players must be MUS In House softball players and must wear their own team shirt when playing for another team.

- A team may borrow players from other teams in their own league or from the league one age level below them. (Example: A 13-14U team can borrow a 12U player.)





MUS SOFTBALL GENERAL RULES CONTINUED

- Borrowed players must be placed in the last open positions of the batting order and are only allowed to play outfield positions on defense. Should regular team players arrive before the end of the game they must replace the borrowed players in the game.
- Violation of these rules may result in a forfeit

3. 4. GAMES

- Plate agreements are not allowed. Any request for an exception to the rules must be sent in writing to the appropriate age director, the VP of Softball & opposing coach prior to the start of the game. If granted you must hand the umpire the written approval from your director at the plate meeting. All violations of this rule may result in forfeiture of the game & coach suspension.
- The umpires' timer shall be the official time & shall not start until the first warm up pitch is thrown.

3. 5. A GAME IS CONSIDERED COMPLETE IF:

- The time limit has been reached, or a team leads by more than the run rule limit.
- Three (3) complete innings or 45 minutes of the game(s) have been played in all leagues.
- A forfeit has been declared. Game time is forfeit time.
- If the game is called due to weather or field conditions following completion of the 3rd inning in all age levels it will be considered a complete game with no makeup. Otherwise it will resume from where it left off at the makeup date.

3. 8. EQUIPMENT

All players must wear a helmet with facemask while batting at practices, in warm-ups, in the batting cages, while in the on-deck area, and while on base. A player intentionally removing their helmet while running the bases will be called out. This is a judgment call by the umpire. Players warming up a pitcher must wear a catcher's helmet with mask during all practices and prior to or during all games. *All players playing the pitching position must wear a fielding mask at all times, **NO EXCEPTIONS**.* In games, catchers must also wear shin guards and a chest protector.

Steel/metal cleats are prohibited for ages 4U-12U within the MUS In-house league. From the 9U age level & above pants are required, (strongly suggested at the below levels, but not a requirement.)

3. 10. CLOSE PLAYS/SLIDING – PLEASE READ CAREFULLY

*In an effort to avoid collisions and injuries – on close plays at any base (except 1st) runners are **required** to avoid contact with a defensive player if the defensive player has possession of the ball. This does not mean the runner has to slide, just avoid contact. If a runner makes contact with a fielder who clearly has possession of the ball, and the runner does not attempt to avoid contact—either by stopping, running around the fielder or by sliding—the runner will be declared out. If the umpire rules that the collision was also malicious, then the player will be ejected. Fielders may not block the runner's path, or they will be called for obstruction and the runner receives an additional base.*

3. 11. PITCHING

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- (b) If a pitcher hits a batter the batter automatically takes a base. Please note once a pitcher hits the 5th batter of the game regardless of innings they will be removed for the remainder of the game.
- (c) If a pitcher is removed a 2nd time they may not pitch the rest of the game.
- (d) A maximum of three (3) warm up pitches may be taken between innings. When a pitching substitution is made a maximum of five (5) warm up pitches may be taken. The pitcher may play any other position on defense.

3. 12. COURTESY RUNNERS

Coaches have the option (and are encouraged) to put in a courtesy runner for their catcher only so they are ready for the start of the next inning. The courtesy runner will be the batter who made the previous out. The only other time a courtesy runner may be used is when a player is injured while batting or running the bases. Again, the batter who made the last "batted out" will be the courtesy runner in any situation.

