



Game Rules
8U Division

Section 14.01: General Information

1. The League's Executive Board has the responsibility for enforcement of League rules. They shall implement and enforce these rules, the League's Code of Conduct and Ethics and all other such direction approved by the Board.
2. Any questions, comments, complaints or other correspondence regarding rules, regulation and policies should be first directed to the Board Member on Duty then to the Executive Board. In making any discretionary decisions; the Board's primary duty shall be to act in the best interest of good sportsmanship and fair play.
3. The League's Rules shall not be altered or modified by agreement between Managers, Coaches, Umpires, or any other person without clear written consent from the Chairperson of the Rules Committee (Vice-President) and UIC.
4. Home Team
 - a. Shall occupy the third (3rd) base dugout
 - b. Shall play defense first (1st)
5. Visiting Team
 - a. Shall occupy the first (1st) base dugout
 - b. Shall play offense first (1st)
6. Only Board approved personnel shall be allowed on the playing field or in the dugout.
7. A maximum of four (4) adults will be allowed in the dugout at any one time.
8. A female chaperone is required to be either in the dugout or in the immediate area during games.
9. No cheers considered derogatory or directed at a single player, such as a pitcher or catcher, will be allowed in the league. We value the relationships amongst our players, and consider such "cheers" to be unsportsmanlike conduct.

Section 14.02: Field Prep

1. Home team shall be responsible for pre-game field preparation.
 - a. Drag or rake to make field safe and playable
 - b. Chalk base lines, batter's boxes, pitching circle, running lane, coach's boxes, warm up circle
 - c. Place bases
 - d. Place pitching mound at correct distance
 - e. Water if necessary
2. Visiting team shall be responsible for post-game field repair
 - a. Drag or rake entire field
 - b. Repair any damage made by pitchers or batter using clay and/or other materials provided
 - c. Water if necessary
3. Following every game, both home and visiting teams shall clean their dugout AND spectator viewing area ensuring that all trash is in trash cans and any left items are turned in to the lost and found located at the snack bar.

Section 14.03: All Divisions

1. Batting line up shall consist of all players present.
2. The umpire may allow a "Courtesy Runner" for a temporarily injured player.
 - a. The "Courtesy Runner" shall be the player who made the last recorded out for their team
3. No out shall be recorded for an injured player which is unable to bat.
 - a. Once removed as a batter, a player may not re-enter the game
4. After one warning; a batter will be declared out for an unintentional throwing of the bat.
5. Players are NOT allowed to base coach.
6. Because this is a recreational league, PROTESTS will NOT be allowed.

7. Managers and/or Coaches
 - a. Shall meet with the game official prior to the beginning of the game
 - b. Shall remain within the confines of the dugout area during a game except for, offensive base coaching and one (1) defensive coach giving signs for pitches
 - c. Defensive Manager/Coach calling pitches:
 - i. No more than two manager/coaches may be outside of the dugout at any time
 - ii. Must remain adjacent to the dugout gate
 - iii. Must remain seated at all times
 - iv. Individual and bucket shall be considered in play
 - d. Offensive Manager/Coach:
 - i. One allowed on the first (1st) base side
 - ii. One allowed on the third (3rd) base side
 - iii. Must remain within the confines of the "Coach's Box" even if it is not visible
8. There shall be no infield warm-up on the infield dirt before the game. Teams may use foul territory and outfield.

Section 14.04: Game Time

1. There will be no new inning after 1:20
2. Drop Dead time will be 1:30
3. Games will be a maximum of five (5) innings
4. Tied Game
 - a. Tie breaker Rule shall be in effect after 1:20 time limit or five (5) innings.
 - b. Drop Dead time is still in effect
 - i. Drop Dead means the game is over but the umpire will allow the batter to finish their current at bat.
 1. NOTE: If a batter has already entered the batter's box at the time the game has dropped dead, regardless of whether a pitch has been thrown, that batter shall start the at bat, which will be counted toward the final score.
5. If innings are not completed, the score will revert to the last completed inning unless the home team is ahead in runs. Games may end in a tie.
6. Any game stopped for weather conditions or light failure that is relevant to the standings will be:
 - a. Replayed if less than one (1) inning was played
 - b. Continued if one (1) inning or more was completed
 - c. If at least three (3) full innings have been completed and the game is called by the umpire mid-inning, the score will revert back to the last full inning and the game will be considered complete.

Section 14.05: Players and Substitutes

1. Playing Time
 - a. Each player must play one (1) inning in the infield and one (1) in the outfield by the third (3rd) inning.
 - b. Each player must play two (2) defensive innings in the infield per four (4) complete innings. Contingent on your total players in attendance as noted above.
 - i. Catcher will be considered as either an infield or outfield position.
 - c. PENALTY: Game shall be recorded as a loss, in which, all players failed to play the minimum innings.
 - d. If both teams have not played all eligible players the minimum innings during a game, both teams will record a loss.
2. Substitutions:
 - a. Players arriving after the start of the game must be reported to the umpire and opposing coach, and shall be placed at the bottom of the batting order
 - b. Free defensive substitutions shall be permitted for all defensive players, including pitchers, provided that the minimum playing time rule and pitching limitations are followed.
 - c. NO "Courtesy Runners" will be allowed for any player unless a player is temporarily injured (sec. 14.03 3a.)
3. Required Players
 - a. Each team is required to field a minimum of eight (8) players. If a team has less than eight (8) players to start or continue a game and loaned/shared players are unavailable; the other team shall forfeit the game.
 - b. During non-tournament play, any player that leaves prior to the end of the game will not be counted as an out each time their batting position comes up.

4. Loaned Players
 - a. Should a team be unable to field eight (8) players a request may be made to receive a loaned player(s) from another team in their division. This player must be approved by the Division Director, Player Agent, and opposing team coach. Managers/Coaches may not request specific players.
5. Rules and Procedures
 - a. Loaned player(s) may not be used to improve, strengthen, or create a new team.
 - b. A loaned player may never be used if enough players are available from the team.
 - c. A loaned player may not be used to make a team of eleven (11) players.
 - d. All loaned players MUST be contacted through the Division Director and approved by the Player Agent.
 - i. A list of eligible loaned players will be established by the Player Agent and shared with the Division Director.
 - ii. The list shall be used in a set order
 - e. Pitching/Catching position
 - i. May be loaned ONLY after Managers/Coaches have exhausted their roster; in which no player has played or is willing to play the pitcher/catcher position.
 - ii. All other loaned player rules will be followed.
 - f. Loaned players must bat last.
 - g. Loaned players will have the same defensive requirements as all other players on the team.
 - h. Once the loaned player has been assigned, she must bat and play for the entire game.
 - i. Loaned players will only be taken from
 - i. the 5th round or later in the current division
 - ii. the older group of the next lower division
6. Use of Loaned/Shared Players
 - a. If a team has less than eight (8) players to start or continue a game and loaned players are unavailable; the other team may provide a shared player in order to prevent a forfeit.
 - b. The game may be started on time using up to three (3) shared players and/or loaned players.
 - c. If shared players are required, the team using shared player(s) shall take an out through their turn in the batting order for each shared player they are using.
 - d. If both loaned and shared players are used, only the shared player(s) shall take an out through their turn in the batting order.

Section 14.06: 8U Division Specific Rules

1. USA Softball of Southern California Rules are in effect unless otherwise noted.
2. Scoring
 - a. There shall be a maximum of three (3) runs allowed per team per inning.
 - b. There shall be no "Run Ahead Rule"
3. Offense
 - a. No infield fly
 - b. No dropped third (3rd) strike
 - c. Batter Bunting in effect for player pitch. Not in effect during Coach pitch.
4. Defense
 - a. Ten (10) defensive players are allowed
 - i. NOTE: During the first (1st) half of the season and through the end of the Mid-Season Tournament, there may be up to two (2) defensive coaches in the field of play during games. There shall be no defensive coaches in the field of play after the Mid-Season Tournament.
 - b. Standard Infield
 - i. Each player must play one (1) inning in the infield and one (1) inning in the outfield by the third (3rd) inning. For teams with 10 or less, all players must play the infield for (1) complete inning by the (3rd) inning. Or team teams with 11 or more players, all players must play the infield for (1) complete inning by the (4th) inning.
 - ii. No player may sit twice (2) until all players on their team have sat one (1) inning.
 - iii. Infielders may start no closer than the pitching distance (30 feet from home plate)
 - iv. EXCEPTION: During coach pitch, the player playing the pitching position will start with one foot inside the pitcher's circle on either side.
 - c. Up to 4 Outfielders
 - i. Outfielders (up to 4) must be a minimum of 10 feet behind the baseline

5. Stealing Bases

- a. All bases except home plate may be stolen
- b. No more than one (1) base may be stolen per pitch
- c. No stealing is allowed during coach pitch
- d. Players may not lead off or attempt to steal a base until the ball leaves the pitcher's hand
- e. If the runner leaves early, the umpire will return the runner to the base they started
- f. If the catcher throws the ball behind a base runner for a pickoff and the ball is overthrown, the runner may advance one base.
 - i. EXCEPTION: The runner may not advance to home on an overthrown ball by the catcher

6. Base Running

- a. Runners may advance on batted balls and may take only one base on an overthrow at their own risk, even if the ball remains in play.
- b. Runners must stop advancing on batted balls only when the ball is returned to the pitcher's circle and controlled by the pitcher.
 - i. EXCEPTION: For the first (1st) half of the season, runners must stop advancing on a batted ball whether or not the pitcher controls it.
 1. Any ball thrown by a defensive player to the pitcher in the pitching position that goes through the circle creates a dead ball.
 2. Runners must be over halfway to the next base in order to be awarded that base. If not, they must return to the previous base. This is at the umpire's discretion

Section 14.07: 8U Division Specific Rules (Pitching)

1. USA Softball of Southern California Rules are in effect unless otherwise noted.
2. Allotted innings for the recreational season will be counted based on the following:
 - a. A pitcher shall not pitch more than three (3) innings in a single game.
 - i. A pitcher may not pitch their third (3rd) inning until another pitcher(s) has pitched at least one (1) total inning.
 - b. One allotted inning shall be counted when
 - i. Three (3) outs have been recorded in a half inning
 - ii. The maximum amount of runs have scored to turn the inning over
 - c. Partial innings pitched shall be recorded by whole innings; if a pitcher pitches one (1) pitch during an inning it is counted as a full inning. For example, if a pitcher enters the game for the last out of the game, that appearance shall count as a full inning.
3. Penalty for pitchers exceeding allotted innings
 - a. A penalty will be enforced regardless of whether the infraction was intentional or unintentional.
 - b. Loss of the game they exceeded the pitching limits.
 - c. If in the opinion of the Board, the infraction was intentional, the coach may be suspended for one (1) game.
4. Postponed/ canceled/ incomplete games that are rescheduled shall be continued using the pitching schedule recorded from the previous game.
5. Coach Pitch
 - a. Will be in effect from the first (1st) game of the season through the Mid-Season Tournament
 - b. Activates when ball four (4) is delivered to the current batter OR if the current batter is hit by an opposing team's player pitcher.
 - i. The batter shall not have the option to receive additional pitches from the player pitcher on ball four, (4) or when hit by a pitch, and must receive coach pitch.
 - c. The batter will maintain their current strike count when coach pitch is activated.
 - i. EXCEPTION: Batter will receive a brand new count if hit by a pitch.
 - d. The offensive coach will pitch up to four (4) pitches from inside the pitching circle with one (1) foot on the pitching plate until the batter strikes out or the ball is put into play.
 - e. If the fourth (4th) pitch is fouled, the batter will continue the at bat until the pitch is missed or put into play.
 - f. If player is hit by coach pitch that pitch will not be counted as one (1) or the four (4) allotted pitches.
 - g. No bunting allowed when a coach is pitching.
 - h. Batters and Runners may advance unlimited bases on a fairly batted coach pitched ball. Batters and Runners shall not be limited to a certain number of bases on a fairly batted coach pitched ball, however, regular base running rules will apply (see section 14.06 6)

6. Modified Player Pitch

- a. Will go into effect after the conclusion of the Mid-Season Tournament.
- b. Any two (2) walks, HBP or combination thereof in an inning activates coach pitch for the remainder of that inning and will reset at the beginning of subsequent innings for the remainder of the game.
 - i. EXCEPTIONS: Pitchers may not walk in any runs with the bases loaded including batters hit by pitch. Any pitcher that walks or hits a batter with the bases loaded will activate coach pitch.
- c. No bunting allowed on coach pitch.
- d. Batters and Runners shall not be limited to a certain number of bases on a fairly batted player pitched ball, however, regular base running rules will apply (see section 14.06 6)

Section 14.08: Tournament Rules

NOTE: Any coaches or teams that play under alternative or modified tournament rules without clear written consent from the Chairperson of the Rules Committee (Vice-President) and UIC, shall be subject to protest, forfeiture of game(s) in which alternative or modified rules were used. Coaches may also be subject to game suspension(s) upon board review.

All regular season divisional rules will be in effect during tournament play with the exception of the following:

1. Dugouts

- a. The team listed first in pool play or at the top of the bracket in elimination games shall occupy the third (3rd) base dugout
 - i. A team may remain in the same dugout if the team has two (2) games in a row on the same field, regardless of the team being listed first or second in the brackets

2. Home Team

- a. Shall be determined by coin flip

3. Game Time Reminders

- a. Shall be 1:20 no new inning
- b. Shall Drop Dead at 1:30

4. Playing time

- a. Players are required to play one (1) inning in the infield and one (1) inning in the outfield by the third (3rd) inning. No other infield playing time requirements will be in place regardless of game length.

5. Pitching

- a. A pitcher who has pitched three (3) innings in a regulation game may re-enter as a pitcher should the tie-breaker rule go into effect.
- b. There will be no limit on innings pitched for any pitcher in innings six (6) and beyond.

6. Players

- a. Players on the official lineup at the beginning of the game shall be expected to play the entire game.
 - i. Any player that leaves prior to the end of the game, must have completed the playing time requirements above (14.08 4a.) to avoid penalty.
 - ii. The batting position of any player that leaves prior to the end of the game will be counted as an out each time their batting position comes up.
 - iii. Coaches must report any player leaving early to the umpire, opposing coach and both scorekeepers. If not reported properly, the game may be subject to protest.

7. Pool Play

- a. If pool play is used for the Mid Season or End of Season Tournaments, the pool seedings will be determined by pool play record. Should there be teams tied after pool play is complete, the following shall be used in determining a winner:
 - i. Head-to-head competition between tied teams
 - ii. Runs allowed
 - iii. Runs scored
 - iv. Coin toss
- b. NOTE: Pool play games may end in a tie.
 - i. Refer to (section 14.04)

8. Bracket Play and Championship Games

- a. Game time
 - i. Will be 1:20 no new inning or five (5) innings, whichever comes first
 - ii. Drop Dead rule shall NOT be in effect
- b. Scoring
 - i. Three (3) runs per inning
 - ii. No run limit in fifth (5th) inning and beyond
- c. Tied Game
 - i. Must have a winner
 - ii. Tie Breaker will be in effect if the game is tied at the 1:20 no new inning or at the conclusion of the fifth (5th) inning, whichever comes first.