

8U Division Local Rules

This handout presents 8U local rules used for recreational league play in the Cupertino Girls Softball League (CGSL) and Sunnyvale Girls Softball League (SGSL). The league has adopted general guidelines from the Amateur Softball Association (ASA) for Fastpitch Softball. If you have questions, please contact the Umpire-in-Chief, by email: uic@cgsl.us, uic@sunnyvalegirlssoftball.org.

Field/Equipment:

- 8.1 An 11-inch RIF 1 ball is used for games and practices.
- 8.2 Base distance is 60 feet. Use double 1st base when available.
- 8.3 Pitching distance is 30 feet.
- 8.4 Equipment rules:
 - a) Bats must meet all ASA requirements.
 - b) All defensive players on the field must have gloves.
 - c) Cleats are strongly recommended. Metal cleats are **not** allowed.
 - d) Infielders masks: SGSL requires pitchers to wear masks; CGSL recommends pitchers wear masks.

Game Play:

- 8.5 Time Limits: All play stops at 1 hour and 20 minutes. Drop dead; final score is not recorded.
- 8.6 The basic rules of conduct in 8U are to let the girls play and play fairly. Play games with as few as six players.
- 8.7 A half-inning ends when the defensive team achieves three outs, or the offensive team scores three runs. This three run rule is in effect for the entire game.
- 8.8 If a player is injured in the course of a live ball and requires immediate attention, the umpire shall call "time", the ball is dead and the umpire directs runners to the bases they would have achieved. There is no appeal to the umpire's judgment to call time or to direct players to specific bases.
- 8.9 Infield fly rule does not apply to this division.

Pitching:

- 8.10 Player pitching rules:
 - a) Player pitcher begins with a count of 0 strikes and 0 balls.
 - b) After 3 balls by the player pitcher, staff pitcher relieves her for that batter and inherits the same strike count.
 - c) If a batter is hit by a ball on the fly, it is a dead ball and a ball or strike based on if the ball is in or out of the strike zone. If it is not a called strike, the batter may choose to take a base, or have the staff pitcher enter to continue the strike count on the batter.
- 8.11 Staff pitching rules:
 - a) Staff pitching distance is as close as needed to get a flat level pitch, but both feet must remain within the pitching circle.
 - b) The staff pitcher's 3rd pitch and every pitch afterward is a called strike. (Foul ball on 3rd strike rule applies). No walks are allowed.
 - c) Bunting is not allowed while the staff pitcher is pitching.
 - d) If staff pitcher is hit by batted ball, it is a deal ball.

- e) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle.

Offense:

- 8.12 All players on the team are in the batting order. If a player arrives after the game has begun, add to the bottom of the order. If a player leaves the game early, inform the opposing team and umpire and skip at-bat without penalty.
- 8.13 On-deck batter is not allowed in 8U Division
- 8.14 Runners may always advance one base on batted balls at their own risk (must tag if ball caught on fly). Play continues until either:
 - the ball is **first** possessed by an infielder on dirt, or
 - the ball goes into foul territory within the infield and becomes a "dead ball" as a result of an overthrow or receiving error, or
 - the ball exits the field of play completelyAt that time base runners may continue to advance at their risk only to the base that they were running toward. If that base is already occupied, they must return at their risk to the previous base.
- 8.15 No stealing. Runners may not leave the base until the ball is hit. If a runner leaves the base early, they are out.
- 8.16 No sliding is allowed. No sliding protection gear is expected.
- 8.17 If a base runner is hit by a batted ball in fair territory, the base runner is out, the batter is awarded first base and all other runners return to their previous base (unless forced to move by the batter). If the batter is hit by the ball in fair territory, then the batter is out, and all other runners return to their previous base.
- 8.18 If the batter is hit in the hands by the pitch, they are granted 1st base only if the pitch was not in the strike zone **and** they were not swinging at the pitch.
- 8.19 Courtesy runners are allowed for pitchers and catchers.
- 8.20 If a player throws their bat, the umpire will warn both the player and their coach/manager; if this continues to occur, the umpire may prohibit the player from batting in the game for safety reasons.

Defense:

- 8.21 Up to ten players appear on defense, six infielders and four outfielders. Outfielders start each pitch on the grass.
- 8.22 Foul Tip (caught by catcher): The ball deflects off the bat without going over the batter's head and is caught either directly or off another part of the catcher. A Foul Tip is always counted as a strike, and remains a live ball.
- 8.23 Foul Ball caught by catcher: In this case, the ball deflects off the bat, going above the batter's head, and is caught by the catcher in the air. The batter is out, and ball is live: runners may advance at their own risk after tagging up.
- 8.24 Two defensive coaches may stand in the field behind all players to coach and encourage players between plays. Coaches must not interfere with the play nor touch players during the course of any play. Umpire will issue 1 warning. A second instance will result in the coach being removed from the field for the remainder of the game.

