

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@sunnyvalegirlssoftball.org.

- 8.1 Time Limits: All play stops at 1 hour and 20 minutes.
- 8.2 Use an 11-inch "Softie" or RIF ball for games and practices.
- 8.3 Base distance is 60 feet.
- 8.4 Pitching distance is 30 feet.
- 8.5 The basic rules of conduct in 8U are to let the girls play and play fairly. Play games with as few as six players. Up to ten players appear on defense, six infielders and four outfielders.
- 8.6 Players should have equal participation between infield and outfield assignments. Rotate defensive players to new positions, regularly. Players should have equal playing time over the course of the season.
- 8.6 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.
- 8.7 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.
- 8.8 On-deck batter is not allowed in 8U Division
- 8.9 Player pitching and staff pitching rules:
 - a) Player pitcher begins with a count of 0 strike and 0 ball.
 - b) After 3 balls by the player pitcher, staff pitcher relieves her and begins pitching by inheriting the same strike count. No walks allowed.
 - c) Staff pitching distance is as close as needed to get a flat level pitch, but must remain within the pitching circle.
 - d) The staff pitcher's 3th pitch and every pitch afterward is a called strike. (Foul ball on 3rd strike rule applies).
 - e) Bunting not allowed while staff pitcher is pitching.
 - f) If a batter is hit by a player pitcher it is a dead ball and a ball or strike based on if the ball is in or out of the strike zone. The batter does not take a base. The Staff pitcher then enters to continue the strike count on the batter.
 - g) The player playing the pitcher's position must have at least one foot in contact with the pitcher's circle.
- 8.10 Pitching eligibility is by week, Saturday through Friday. Pitchers are eligible to pitch 2 innings per week. If a pitcher appears and throws at least one pitch, an inning is charged to the pitcher.
- 8.11 Runner may **not** advance on an overthrown ball. An overthrow is a thrown ball that goes into foul territory, or a ball thrown to the pitcher that gets past her. A runner or runners may advance on a batted ball if the ball is still in the field of play and not overthrown to the pitcher.
- 8.12 "Time" is called, the ball is dead and play stops when: (a) an infielder stops the progress of the leading runner by holding the ball in front of them, or (b) the pitcher has control of the ball in the pitching circle. The runners must immediately return to the previous base they last achieved if not over ½ way to the next base.
- 8.13 No Stealing and runners may not leave the base until the ball is hit. If a runner leaves the base early they are out.
- 8.14 No sliding is allowed; no sliding protection gear is expected.
- 8.15 Infield fly rule does not apply to this division.
- 8.16 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.
- 8.17 Two defensive coaches may stand in the field behind all players to coach and encourage players between plays. Do not interfere with the play nor touch players during the course of any play. Coaches, watch out for possible collisions. Make sure infielders don't stand on bases.

