



Yucaipa Calimesa Girls Softball 8U Division Rules



Playing Rules

1. No protest allowed.
2. A game called for any reason will be determined a regulation game after two (2) complete innings. The Umpire or Division rep must approve a stoppage of the game. Abuse by coaches or managers of this rule will not be tolerated and will be subject to disciplinary action at the discretion of the Yucaipa Calimesa Girls Softball Board of Directors "Disciplinary Committee".
3. "Pitching"
 - a. **First half of the Season**-There will be no walks issued to any batter. Whenever a batter reaches a count of four balls or if a pitched ball hits the batter, the Coach of the team at bat will pitch a maximum of three (3) pitches to that batter assuming the strike count, (Ex: batter has 1 strike, coach pitch is 2 max.) unless the batter was hit by pitch which at this time assuming the strike counts no longer applicable. (Each coach pitch is considered a strike whether the batter swings at it or not.)
 - b. **Second Half of Season**-There will be no "Coach Pitch" with one exception: A pitcher may not walk in a run. If a batter is walked or is hit by pitch with the bases loaded the coach will come in to pitch assuming the strike count unless the batter was hit by the pitch which at this time assuming the strike counts no longer applicable. The coach will get a maximum of (3) pitches to the batter. (Each coach pitch is considered a strike whether the batter swings at it or not.)
 - c. The Coach must start the pitch with one foot on the pitching plate. Coach-pitch must be done in a full circle motion.
 - d. The Coach must stay in the pitching circle after the ball is hit, leaving the field as soon as he or she can without causing interference. (No Coaching players while on field)
4. Round robin batting will apply. (All Players will bat and be listed on the teams batting line up cards)
5. All players on the roster, both offensive and defensive, must play half the game.
6. Defensive substitutions will be made after two (2) full innings or 45 minutes, whichever comes first. Defensive players may alternate innings in order to accomplish the 50% rule. The Board of Directors will be monitoring playing time given to each player.
7. "Defensive Change Rule" in effect:

After 5th run is scored in any one (1) inning, the team at bat shall take the field. There will be no lasting inning where an unlimited number of runs can be scored.
8. No infield Fly rule
9. No drop third strike
10. On a ball thrown out of bounds (foul territory) the batter /runner is awarded the base that would have been achieved. This is a judgment call by the umpire.
11. Play stops when hit ball is in possession of the pitcher and the pitcher is in the pitching circle. Batter/runner takes achieved base.

12. Stealing is allowed, but not during coach pitch.
13. Bunting is allowed, but not off of coach pitch.
14. Sliding should be encouraged.
15. Score Keeping - Home Team is responsible for keeping the Official score book (provided by league)
16. Line up cards must be exchanged and presented to the opposing team manager and umpire ten (10) minutes prior to the start of game.
17. **Game Duration:** (1) hour (20) minutes no new inning, with a finish the inning stipulation. Umpire is the official timekeeper.
“Finish the Inning” if the home team can Win or Tie game finish the inning even if it goes past (1) hour (30) minutes.

***During the last inning, if the game cannot be won by the currently trailing team (Home or Away) because of the (5) Run “Defensive Change Rule” game will end at (1) hour and (30) minute time limit. Score at the time limit is the recorded score. ***

** Example: Time is at (1) Hour (15) minutes and the new inning starts. Home team has (4) runs and Away team has (5) runs. Away team scores (5) runs in top of inning, Home team is at bat and scored (2) runs with no outs and runners on base, game reaches (1) hour (30) minute, the game ends at time limit. Home team could not have won the game, because of the “Defensive Change Rule”. Score reported Away (10) Home (6). **

18. **NO** Revert Back Rule.
19. **Mound visits:** One (1) Offense trip onto the field per inning; Three (3) Defense trips per 7 innings; the 4th and or any subsequence trip will result in a pitching change.
20. **Courtesy runner:** (The last out) for the pitcher or catcher is allowed.
21. **Time between innings:** 2 minutes between innings or 5 warm up pitches whichever comes first. First Inning umpire will allow additional pitches to warm up.
22. Home plate is **CLOSED**. A runner may **NOT** steal home.

Field Rules

1. Pitching distance is 30 feet. (Measured from the back of home plate to the front of the pitching mound.)
2. Bases are spaced at 60 feet.
3. No more than (10) players will be allowed on the field at a time.
4. You can play the game with 8 players and not forfeit the game. If you have 7 players, you can add 1 pick up player, (who must bat last and play in the outfield) to make a team of 8 so you can play the game. You must notify the umpire and the opposing coach, the name of your substitute player prior to game time. Your missing 9th and 10th batters will not be considered outs when you are hitting. The pick up player must be in the same division as your 8u team. If you have 6 players or less, you will take the Loss in the scorebooks and standings; however, you can still play the game but it will be more like a scrimmage. (Since the umpire and other team are already there)
5. No more than six (6) players can be positioned in front of the base path. (The Catcher in Catcher’s box is the sixth player.)
6. Outfielders and your tenth (10th) player (sometimes called “rover”) must remain behind the base paths until the ball is hit or a play is made on a base runner.
7. During Coach Pitch the player (pitcher) in the pitching circle shall stand to the left or right of the pitching rubber so that their view is not obstructed.

8. No coaches or managers on defense are allowed on the playing field.
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Safety Rules

1. All teams will use the ten (10") inch safety ball.
 2. All batters, base runners, and those in the batting circle shall wear batting helmets with facemask and chin straps
 3. All catchers will wear facemasks, chest protectors, and leg guards when behind home plate and when warming up a pitcher.
 4. No player shall start a defensive position closer than the distance of the pitching rubber.
 5. **NO JEWELRY** of any kind or hard hair barrettes shall be allowed. See "All Division Rules" for rule regarding piercings.
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Coaches and managers should remind their parents of the importance of good sportsmanship. These are little girls just beginning to play team sports and we want their experience to be as fun and instructional as possible.

In the USA Softball of Southern California guide and playing rules it states: "Players, coaches, managers, or other team members will not make disparaging insulting remarks about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike conduct."

HAVE A GOOD SEASON AND HAVE FUN PLAYING BALL!!!!

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