

8U Division Rules and Guidelines

Skill Emphasis for the 8U Division

The main emphasis for the 8U Division is to continue the learning process started in the 6U division while maintaining a fun and positive environment. The basics will continue to be taught. Proper throwing, catching and hitting techniques will be taught as well as the basic rules and fundamentals of the sport. Players will be playing at a higher level with player pitchers, lead-offs and outs. Scores and standings will not be kept. Parent and/or older division AVGSL players will be utilized as umpires and must be treated with respect at all times from the coaches, players and parents.

Definitions

1. Manager - The adult responsible for the team member's actions on the field as well as at any event at which they are directed to remain together as a team. A manager represents the team in communications with the league as required and with the opposing team. In the event the manager cannot attend a game or event or must leave during a game, the manager will designate a coach as "acting manager". The manager is to direct playing activities, training, discipline and conduct of all team members.

2. Assistant Coach/Coaches – In addition to the manager, each team may have an assistant coach or coaches who will function as a member of the managing staff. Note – The manager and coach/coaches must complete a Live Scan screening per PAL.

3. Chaperone - If the manager or the assistant coach is not an adult female, the manager must designate an adult female as the chaperone. The chaperone will attend all team functions to ensure the safety of the team members. If the chaperone cannot attend, or must leave early from a team function, she must designate an acting chaperone.

4. Regulation Game – *No new inning shall begin after 75 minutes (games drop dead @ 85 minutes).* A *Post Season Tournament* scheduled game is 80 minutes or 6 complete innings (5 ½ if the home team is leading), whichever comes first. Any inning started prior to the 80 time limit will be completed. An inning will be considered to have started as soon as the last out is made in the previous inning.

Tie-Breaker: At the end of 80 minutes or 6 complete innings, if the teams are tied, the tie-breaker rule will be in effect. All pitching restrictions are lifted during tie-breaker play.

5. Tie-Breaker Rule - (*Post Season Tournament*) Pitching restrictions are lifted. The offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed at second base (e.g. if the number five batter is the lead off batter, the number four batter in the batting order will be placed at second base).

6. Home Team - The home team is the first team on defense in all games and will use the 3rd base dugout. The Home team is responsible for the preparation of the playing field, and will supply the Home Plate Umpire.

7. Visiting Team - The visiting team is the first team on offense and will use the 1st base dugout, and supply the Base Umpire. The visiting team is responsible for clearing the field of trash and equipment as required. After the last game of the day, will ensure all applicable equipment is returned to the equipment storage area and trashcans are dumped in dumpster and stored.

Playing Field

1. The 8U Division shall utilize 50' base distances.
2. The 8U Division shall utilize a 30' pitcher's place distance.

Equipment

1. Any bat meeting the requirements of SEC.1.A-L in the ASA Rule book is an official bat for league play.
2. The 8U Division shall utilize an 10" low compression softball (i.e. Easton Incredi-ball with vinyl cover).

The Game

1. The 8U Division shall play by the rules set forth by the following AVGSL Rules and Guidelines.

2. Each player shall play a minimum of 2 innings (6 Defensive Outs, Continuous Batting) with at least one inning played in the infield. There shall be no limit to the number of times a player may re-enter the game with the exception of the pitcher position (see pitching rule).

3. (Regular Season) Each team shall position 11 players in the field while on defense, 5 of which shall be in the outfield, defined as on the grass for the 8U Division.

(*Post Season Tournament*) Each team shall position 10 players in the field while on defense, 4 of which shall be in the outfield. Outfielders must be positioned on the grass outfield and CANNOT cover a base to accept a throw on a force out.

4. Pitching - Players will pitch to opposing teams. There is a 2 inning limit for player pitchers, plus 1 additional inning if the game goes more than 4 innings (One pitch in an inning constitutes a complete inning). Each player pitcher may only re-enter as a pitcher one time per game provided they have not pitched their maximum number of innings. No player pitcher will be allowed to continue to pitch in a game if she hits 3 batters in one inning or 5 batters during a game. Player pitcher shall use the “windmill” pitching motion (both feet contacting pitching plate) and/or the “T” pitching motion (1 foot contacting pitching plate with arms extending outward and perpendicular to the body to resemble the letter T).

5. Hit by pitch - A batter, who is hit by a pitch from the player pitcher and not considered a strike, shall immediately be awarded coach pitching under rule 6 (no walk rule) and the strike count goes to zero. A player hit by a pitch from the coach pitcher must continue their at-bat with the pitch counting as one of the coach pitches.

6. NO WALK RULE - There are no walks in the 8U Division. If a batter receives 3 balls from the player-pitcher, a coach or designated adult pitcher will deliver a maximum of 3 pitches. A foul ball on the third pitch will be declared a no-pitch and replayed until the batter puts the ball in play or strikes out. The inherited strike count will remain in place, and a coach pitch can only be called a strike if the batter swings.

7. Coach pitching - When 3 balls have been called on a batter, the coach will enter the circle to begin coach pitch. The coach/pitcher will resume the player/pitcher strike count and will throw no more than three (3) pitches. If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out. A coach pitch can only be called a strike if the batter swings. The coach pitch must be delivered from the pitcher's plate. Coaches must make every attempt to avoid a batted ball while in the pitcher's circle. A batted ball striking the coach pitcher while in the pitcher's circle is a live ball. A coach may remove himself from the field of play during a live ball. Use good judgment and timing when removing yourself from the field.

8. Pitcher position - The pitcher must remain in the pitching circle (one foot in and one foot out) when the coach pitcher is delivering pitches, typically to one side or the other.

9. Dead Ball - Once the ball is controlled in the infield (i.e. on any portion of the dirt), runners can only advance to the base they were going to. Runner simply has to be between the next base and

their previous base (there is no requirement for runner to be halfway to next base). Runners advance at their own risk. No additional bases will be awarded for overthrows or balls thrown out of play. If the ball is controlled in the infield and then an additional throw is made to attempt to throw out an advancing runner, the ball is not considered to be in play again and the runner may not advance to another base even if there is an over throw.

10. Batting - All players present will be placed in the batting line-up, continuous batting. Players arriving late will be added to the bottom of the batting order. Players unable to take their turn at bat due to injury or absence (must leave early) will not result in an automatic out. They will simply be removed from the batting order.

11. Bunting - No bunting is allowed in the 8U Division.

12. Lead Off - A player may take a lead-off after the ball has left the pitcher's hand. The player shall be live and in jeopardy of being put out while off of the base.

13. Stealing - No stealing is allowed in the 8U Division.

14. Sliding - Sliding is not required in the 8U Division.

15. End of the Inning – The offensive half of the inning will end as soon as the defensive team has made three (3) outs OR the offensive team has scored 4 runs. There is a maximum of 4 runs per inning per team. The offensive half of the inning will end as soon as the 4th run safely crosses home plate, regardless of the number of runners remaining on base. There is no scenario in which a team can score more than 4 runs in their half of the inning.

16. To maximize the actual playing time, there will be one minute and no more than 5 warm-up pitches between innings.

17. Coach's position - (Regular Season- Up to March 30th) Coaches may be on the field to assist in positioning, instructing and keeping up the game pace by assisting the catcher and pitcher in ball retrieval. (Suggested – One Defensive coach in the outfield, One Defensive coach behind the catcher and One Offensive coach behind the pitcher) Please keep aware of your location as to prevent interfering with any live ball play or umpires. Do not keep “extra” balls on the field as they create a tripping hazard or confusion during a live ball play. **(*April 1st and Post Season Tournament*)** Defensive coaches should remain in dead ball territory on their designated side of the field. Offensive

coaches must remain in the coaches boxes while on the field and/or in dead ball territory on their designated side of the field.

18. Mercy rule - (*Post Season Tournament only*) If either team is ahead by 8 runs after 4 complete innings, the game will be over. *Note* – Do not stop the game after 3 ½ innings if the home team is ahead by 8 or more runs unless all players have had the opportunity to bat.

19. Umpires - The umpire's decision on the field is final. No protests allowed.

Remember – Have Fun and Be Safe!!!