



## 8U BY-LAWS

The SCAP Softball rule book except where noted below will govern all games.

### Playing Field:

1. Baselines will be sixty feet (60') in length
2. Pitcher distance will be thirty feet (30') from the front side of the plate to the point of home plate.
3. A vertical line (hash mark) will be drawn at the halfway point between first and second base, second and third base, and third base and home plate.  
This line is to help the umpire determine the position of the base runner and to determine which base the runner is entitled when the ball is ruled dead under the 8 foot radius circle rule.

### Regulation Game:

1. Both teams have completed four innings.
2. The game shall be a regulation game after one hour and fifteen minutes. There will be a fifteen (15) minute grace period for the first game. **First Game only: The clock begins at the scheduled game time.**
  - 2a. No new inning may start with 5 minutes remaining. Innings in progress will be completed if needed to determine winner.

### The Game:

1. There will be ten (10) players on defense with only six (6) players in the infield at the point of the ball being released to the batter by the pitcher.
2. All outfielders must be at least ten (10) feet behind the baselines at the point of the ball being hit by the batter.
3. The offensive team will be made up of the entire team roster. Offensive Innings: Will consist of ten (10) batters maximum or three (3) outs, whichever comes first. All players present will be listed in the scorekeeper's line-up by name and number and will bat in the designated batting order from the start of the game. Players arriving late will be added to the end of the batting line-up. All players will bat whether they are playing defense at that time or not. **ALL PLAYERS MUST PLAY THREE (3) CONSECUTIVE OUTS ON DEFENSE.**
4. An inning shall be ended with the third (3<sup>rd</sup>) out or end of play of the tenth batter in that inning.
5. End of play on the tenth (10<sup>th</sup>) batter shall be interpreted to be when an out is recorded on the batter or any base runner on base at the time the tenth batter bats or the umpire declares the ball is dead.  
When the tenth batter steps to the plate and takes her position in the batter's box at that point two (2) outs will be called even though the batting team may in fact not have any outs.
6. A team may start with eight (8) players with no penalty. Anything less than eight (8) will result in a forfeit. If forfeiture is called and both head coaches agree to play a game, then a practice game can be played. The forfeit game will still count officially.
7. Defensive coach: One defensive coach will be allowed on the field behind the outfield. He/she should give instruction before the ball is hit. After the ball is pitched the defensive coach on the field cannot touch any player or the ball. **PENALTY:** Runners will advance one (1) base after play has stopped.
8. No in-field fly rule.
9. Each team roster may consist of one (1) manager and three (3) coaches.

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10. The offensive team is allowed one (1) time out per batter. The defensive team is allowed two (2) timeouts per inning. Requesting anything over will result in an out being called. The defensive team would be penalized with an out their next time at bat.
11. Any coach or player ejected from a game will serve a minimum one (1) game suspension which will take effect at the next game played by their team and is subject to more if found needed for the ejection by the Athletic Directors and or league commissioner. If a coach is ejected a second time in the same season, he/she will be suspended for the remainder of the season.
12. The umpire will warn both team managers, prior to the game, about batters who sling their bats. One (1) warning will be given to each team during the game, whose player slings their bat. **Once a warning has been given each player who slings her bat shall be called out. Note: When a warning is given, the official scorer will record warning in the official scorebook.**
13. Coaches are required to wear their coaches' shirt if one is supplied by their recreation department. Teams must shake hands after each game. Coaches, players and parents must show good sportsmanship before, during and after each game.  
**NOTE: Coaches must make sure that his/her parents and players are respectful towards the umpires and the opposing team**

#### **Base running:**

1. The base runner shall not steal.
2. The base runner shall not advance on a wild pitch or passed ball.
3. The base runner shall advance only when a ball has been hit into fair territory by the batter or when forced to advance on a base on balls and/or hit batter, or when a fly ball is caught in foul territory.
4. If a base runner leaves her base before the ball is hit, the umpire will signal "delayed dead ball" to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
5. The ball is dead and all base runners must stop at the base the umpire rules they are entitled when: the pitcher or player-pitcher has possession of a thrown ball inside the eight-foot (8) radius circle.
6. The umpire shall declare play dead when a base runner cannot advance without being put-out because a fielder is holding the ball between her and the next base the base runner is going to or when a defensive player is touching home plate with the ball in her possession. Note: If the runner that is held up is not the lead runner the umpire shall allow the lead runner to advance to the next base if the lead runner has passed the hash mark.
7. **When attempting to throw the runner out going to first base from home, any overthrown ball at first will be a live ball with no restrictions to the runner. A play will be called dead when the ball is returned to the pitcher in the circle.**
8. 10' Line for outfielders until ball is in play. If any outfielder is not at the proper distance when the ball is hit, then the offensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
9. No Headfirst slides
10. There will be no base on balls
11. Hit batters are not allowed a base.
12. No Bunting

#### **Coach Pitcher:**

1. The player-pitcher shall stand with both feet inside the eight foot radius circle even with or behind the pitchers plate.
2. **The Player Pitcher will be required to use a mask or a batting helmet with a mask.**
3. **Face shield is required for 8U infielders.**
4. The coach pitcher shall pitch from a distance of thirty (30) feet. He/she shall pitch the ball underhanded only.

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5. The coach pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batted ball or thrown ball by a defensive player. The coach should make every effort to leave the ball field opposite where the ball is hit.
6. If in the judgment of the umpire a coach-pitcher intentionally interfered with the play, the penalty shall be: The batter is out and the ball is dead. All baserunners must return to the last base they legally occupied. If it is determined the coach unintentionally interfered with the play the play will be ruled dead and the pitch shall be replayed.

**Pitching Rules:**

1. A player-pitcher shall be limited to three (3) innings of play at that position per game. After three (3) innings on the mound the player- pitcher must be moved to another position.
2. A player-pitcher removed from that position shall be allowed to return to the pitcher position one (1) time only during a game., unless they have already play the max of three (3) innings in that game.

**Batter Rules:**

1. Each batter will be allowed five (5) pitches to be thrown to her in which she can:
  - A) Swing at and miss three (3) pitches.
  - B) Hit the ball into fair territory.If after five (5) pitches the batter has fouled off the last pitch the batter shall continue batting until she either swings and misses or puts the ball in play.
2. If the batter hits the ball and it strikes the coach pitcher it will be a dead ball. If it is determined the coach unintentionally interfered with the play the play will be ruled dead and the pitch shall be replayed.
3. Batting helmets must be worn and must have faceguards.

**Eight Foot Radius:**

The eight foot radius circle will be drawn around the forty foot (40) pitchers plate distance.

**The Recreation and Parks Departments reserve the right to amend any rule as deemed necessary for the improvement of this program**