

U8 Rules

OBJECTIVE OF MACHINE PITCH

1. To provide organized participation of children in Softball
2. To promote interest in the game and to develop sportsmanship
3. To develop knowledge and understanding of the rules and regulations of softball
4. It is not the intention to subject the children to fierce competition, but to prepare them for the next level

FACILITES AND EQUIPMENT

1. Softball diamond is normal
 - a. Distance from home to first base is 50 feet
 - b. Distance between bases is 50 feet
 - c. Distance from home plate to pitcher position is 32 feet
2. **Pitching Machine. The pitching machine is set at 32' from tip of the back of home plate to the front of the pitching machine. Speed of machine is set at 26-30 MPH. Machine settings are Micro Adjust 2 – Release Block 3 – Power Lever 3. Home team is responsible for setting up the diamond as well as providing the pitching machine.**
3. Batting tee
4. Bases (first base needs a safe base, white on the left, orange on the right)
5. Bats – small, light so that players can handle them
6. Helmets are mandatory – one for each batter, each runner and batter on deck – 5 in total
7. Catcher mask is mandatory
8. Ball glove
9. Shoes – ordinary running shoes, Cleats are allowed
10. Balls – 11" softball – not a softie ball

SPECIAL RULES OF PLAY FOR MONTH OF MAY (to May 22)

1. 3 teams on the field at a time
2. Team 1 fields for the batters for 20 minutes (Home Team)
3. Team 2 bats for 20 minutes (Visiting team)
4. Team 3 does skill development for 20 minutes
5. After 20 minutes, then rotate. Batting moves to fielding, fielding moves to skills development and skills move to batting. Again, after 20 minutes, teams rotate. Continue this till all teams have participated in each section. Home team will be the last team to bat.

6. Team that is batting
 - a. All players bat in the order listed by the coach
 - b. Each batter gets 5 pitches to hit a fair ball hit and runs to first base, stays there, even if tagged by the ball. If can not hit the ball after 5 pitches, then can hit the ball off of the batting tee. **(Till May 22 game only)**
 - c. Players run all the bases
 - d. No stealing bases
 - e. This continues for the 20 minutes. May finish early in order for everyone to get same amount of bats in. Usually 2 bats each in 20 minutes.
7. All kids present, play in the field
8. While playing in the field, you may try to get the out by tagging a runner or throwing to the base, but the runner will remain on base.
9. This time is to be used to develop the children's skills and help them increase their skills

REGULAR RULES OF PLAY (May 27 and forward) Third team has MANDATORY PRACTICE IF NO 2ND TEAM AT THE FIELD – THIS IS SCHEDULED FOR YOU)

1. Age of players is 6 to 7 years old
2. Ball: regulation 11" ball **(NOT A SOFTIE BALL)**
3. Diamond Dimensions:
 - a. Distance between bases is 50'
 - b. Distance between home and pitching machine is 32'
4. **PITCHING MACHINE: The pitching machine is set at 32' from tip at the back of home plate to the front of the pitching machine. Speed of machine is set at 26-30 MPH. Machine settings are Micro Adjust 3 – Release Block 3 – Power Lever 4. Home team is responsible for setting up the diamond as well as providing the pitching machine.**
5. **DEFENSIVE PLAYERS:** Positions consist of 3 outfielders, 1 pitcher, 1 catcher, a 1st baseman, a 2nd baseman and 2 shortstops. One shortstop is between first and second and the other shortstop is between second and third. **PITCHER MUST WEAR A HELMET.** You do not have to have all positions filled in order to play.
6. **OFFENSIVE PLAYERS:** all players on a team are to be listed on a line up card in their batting order. All players will bat in the sequence listed. This can not change in the middle of the game. If a player arrives late to the game, just ad them on the bottom of the order
7. **GAME:** A game shall consist of 5 innings of 1 ½ hours. No new innings are to commence after 7:45pm. There are no forfeits due to a shortage of players, share players and play the game anyways.
8. **INNING:** An inning will be completed when there have been 3 outs or 5 runs have been scored.
9. **FAIRBALL:** Any ball hit in the fair territory that remains in fair territory shall be considered a fair ball. Any ball touched prior to going foul is considered a fair ball. Any

other hit, which goes foul prior to being touched, is a foul ball and is deemed to be a dead ball.

10. **STRIKEOUT: YES, THERE ARE STRIKEOUTS!** When the batter misses the ball on 3 swings or after 5 good pitches in which a fair ball hit has not been made. Note: can not strike out if a 3 swing is a hit foul ball.
11. **PITCHER AND FIELDERS:** Fielding pitcher must be on the mound when the ball is hit and may only move off the pitching mound when fielding the ball. No other players of the defensive team shall be closer to the batter than 32' when the ball is hit. Violation of this on a fair hit will result in a dead ball and batter will advance to 1st base. All of the runners will advance to the next base regardless of which base they occupy.
12. **OVERTHROW:** All overthrows which result in the ball ending outside of the playing area, will entitle the runners to advance a maximum of two bases and the ball becomes dead. (base you are going to plus 1, if already standing on a base, runner only goes to next base) Any overthrown ball which ends inside the playing area, including foul territory, is a live ball and the base runners may advance any number of bases. As soon as the pitcher gets the ball on his/her mound, the runners must stop running
13. **DEAD BALL:** When the ball has been declared dead, no runner may advance until a fair hit is made and all base runners must remain on their bases until that time
14. **BASE RUNNERS:** There is no stealing of bases. A runner is out if they leave their base before a ball is hit, unless there is an overthrow as outlined in rule 11
15. **DRESS CODE:** No cut-offs or shorts are to be worn. Running shoes must be worn. Players are allowed to wear cleats if they choose. No open toed shoes at any time. Including coaches.
16. **BUNTING:** There is no bunting allowed at any time.
17. **COACH PITCHERS: THERE IS NO COACH PITCHERS...ALL PITCHES MUST COME FROM THE MACHINE.**

HAVE FUN!!!