



Northern Illinois Softball Association

8U Division (6 to 8 years old)

All rules and regulations for this league shall follow the IHSA, except for the following additions:

THE PLAYERS

- 1) Each girl must not sit more than 2 innings per game. Coaches are encouraged to give equal playing time to all players.
- 2) No girl shall play the same defensive position more than 3 innings per game.
PENALTY: If a team is found to have violated this rule, the player(s) in violation are required to switch positions for the remainder of the game. If the player(s) in violation are currently playing pitcher or catcher, the game clock will stop while the new player gets ready.
- 3) Courtesy runner will be allowed for the catcher after two outs. Courtesy runner will be the last batted out.
- 4) Continuous batting order will be used. Everyone bats.
 - a. If a player arrives late, she will be added to the bottom of the batting line up.
 - b. If a player has to leave before the game ends due to injury, illness or family matters that player is not an out every time her spot comes up in the batting line up. It will just be skipped.
 - c. If a player is injured during her at bat and cannot continue her at bat, this is not an out. Last batted out may complete the at bat.
 - d. If a player is ejected during the game, her spot in the batting line up becomes an automatic out. The player is not suspended for any subsequent games.
 - e. If a coach is ejected during the game, he/she will be suspended for the next game. If coach attempts to be in the dugout coaching at the next game, his/her team forfeits.

THE GAME

- 1) A game shall consist of 6 innings or 1 hour 30 minutes. In weather situations, an official game is 3 innings. (2 ½ if home team is ahead.)
 - a. Fall Ball Exception: No minimum number of innings required for official game as there are no standings.
- 2) No new inning is to be started after 1 hour 30 minutes. Drop dead is 1 hour 45 minutes.
- 3) There is a 5 run rule per inning for all innings.
- 4) Team chanting and comments can only be directed to players on your own team and must be of a positive manner. NO chanting during the opposing team pitcher's windup.
- 5) Each team will play with a maximum of 10 players on the field; 4 outfielders, 4 infielders, pitcher, catcher.
- 6) All outfielders must be on the grass prior to the pitch. Short center can come in to cover 2nd base. No other outfield positions can cover bases unless they are backing up a play or covering an empty base.
- 7) The pitcher (when coach is pitching) must be level with or behind the mound and within the circle. The rest of the infield must not be positioned any closer to the batter than the back of the pitcher's circle.
- 8) If a batted ball hits the coach pitcher, it is a live ball.
- 9) Catcher interference will be considered a no-pitch. Batter will not advance to first base.
- 10) Infield fly rule is not in effect.
- 11) Bunting is not allowed.
- 12) Bases are 60 feet apart.
- 13) If a game is cancelled, any and all attempts should be made between the coaches to reschedule.
 - a. Fall Ball Exception: Rain outs or cancelled games can be made up, but it is not required.
- 14) Two defensive coaches may be on the field for instruction. They must be positioned behind the baseline.
- 15) An umpire must be present to officiate the game. No coaches are allowed to be the umpire.

- 16) Team that is in the field will have someone stand at the backstop. If the catcher is not attempting to get pass balls, the assigned person shags the ball and gets it back to the pitcher to keep the game moving. If a catcher is attempting to play the position correctly, the assigned person should allow the catcher to retrieve pass balls.

PITCHING

- 1) The front of the pitcher's rubber shall be 30 feet from the back tip of home plate.
- 2) Each pitcher is allowed a maximum of 3 innings per game. One pitch constitutes an inning.
- 3) Pitchers will be allowed 5 warm up pitches before their first inning. Returning pitchers will be allowed 3 warm up pitches before any inning after their first. (Warm up practice by Infield and Outfield is only allowed before 1st inning.)
- 4) There will be no Hit by Pitch awarded. The pitch will be ruled a Ball and the at bat will continue.
- 5) Pitching will be IHSA Rules.
- 6) There will be no illegal pitches.
- 7) There will be no walks.
- 8) Once the 4th ball has been pitched to any batter (as called by the umpire), the batter keeps the strike count only and the coach of the batter will then come out and pitch until there is a hit, strike out, ground out or fly out. The coach will only be allowed up to three pitches to complete the strike count, per batter they face. The ump will call balls and strikes on the coach pitches as well. If the batter gets a foul ball on the last coach pitch, an additional pitch will be given until the batter strikes out, gets a hit, grounds out or flies out. **** See pg 3 for more details**
- 9) Coach pitcher must pitch from mound.
- 10) There are no restrictions on replacing pitchers. Free substitutions are allowed at any time during the game as long as PITCHING Rule 2 is adhered to.
- 11) Coaches are encouraged to teach the girls the following rules. (12U and up, illegal pitches will be in play.)
 - a. Hands apart when Pitcher steps on the mound (ball can be either in hand or in glove).
 - b. Pitcher brings hand to glove. This is the start of the wind up. (Pitcher is not allowed to separate her hands and bring them together in the glove again.)
 - c. Both feet must be in contact with the pitching rubber prior to the forward step (no step back).

BASE RUNNING

- 1) Players should be instructed by their coaches to slide to AVOID CONTACT with another player. This is for the safety of all involved.
- 2) Slide Rule: NFHS rule 8-6 "The runner is out" if:
 - a. Article 13; the runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her.
 - b. Article 14; she remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.
- 3) Base runners can only advance as many bases as the batter advances.
 - a. When the ball is hit on the infield, base runners and the batter runner may only advance one base. Runners advancing more than one base will be sent back without the liability of being put out. (Batters will only receive a single)
 - b. When the ball is hit to the outfield on a fly, line drive or ground ball (non error), base runners and the batter runner can only advance to the base that they are going to once the ball has entered the infield. Once the ball enters the infield the play is dead. Outfield players are encouraged to throw the ball in as quickly as possible. Please clarify the infield with the umpire before the start of the game.
- 4) No extra bases on overthrows or passed balls.
- 5) Stealing is not allowed. Runners attempting to steal will be sent back without liability of being put out.
- 6) Lead offs are allowed after the ball crosses home plate. Leaving the base early will result in a warning.
- 7) Look Back Rule is not in effect.

SAFETY

- 1) Defensive players at Pitcher, 1st base and 3rd base are required to wear a facemask.
- 2) Batting helmets are required to have a full facemask.
- 3) Proper Catchers equipment is required.
- 4) Bats must have USSSA 1.20 thumb print stamp or 1.20 rating for 10U – 20U.

- 5) No metal cleats
- 6) On Deck Hitter must be at the Batter's back.

TOURNAMENT

- 1) There are no standings for 8U. Wins and losses are not tracked during the season.
- 2) The matchups and field location will be determined by random draw.
- 3) The team listed at the top of each matchup on the bracket will host and supply umpires and game balls up until the finals.
- 4) Umpire will flip a coin for which team gets to be the home team immediately before each game.
- 5) Tournament games will be all coach pitch. Coach will get up to 5 pitches per batter. No walks allowed. Batter can strike out. If the batter gets a foul ball on the last coach pitch, an additional pitch will be given until the batter strikes out, gets a hit, grounds out or flies out.
- 6) The No New Inning time limit is still in effect. If the game is tied after you reach the No New Inning time limit and after the current inning finishes, the score will revert back to the previous inning.
 - a. If the score is tied at the end of the previous inning, game will proceed with the International Tie Breaker play** until there is a winner.

**ITB = each half inning starts with the last batted out from the previous inning as a base runner on 2nd base.

PITCHING Examples

8) Once the 4th ball has been pitched to any batter (as called by the umpire), the batter keeps the strike count only and the coach of the batter will then come out and pitch until there is a hit, strike out, ground out or fly out. The coach will only be allowed up to three pitches to complete the strike count, per batter they face. The ump will call balls and strikes on the coach pitches as well. If the batter gets a foul ball on the last coach pitch, an additional pitch will be given until the batter strikes out, gets a hit, grounds out or flies out. ** See below examples

Example 1: Player pitcher gets count to 3 balls 2 strikes and pitches the 4th ball. Coach pitcher comes out. Batter keeps the 2 strikes. Balls are a non-issue as there are no walks. First pitch from Coach pitcher rolls in on the ground, batter does not swing and the umpire calls a ball. Count is still 4 balls 2 strikes. Second pitch from Coach pitcher is outside, batter does not swing and the umpire calls a ball. Count is still 4 balls 2 strikes.

- a) Third pitch from the Coach pitcher is coming in straight, batter swings and misses. Umpire calls 3rd strike and the batter is out.
- b) Third pitch from the Coach pitcher is coming in high, batter does not swing. This is the third pitch from the Coach pitcher so regardless that it is a ball, the batter is out.
- c) Third pitch from the Coach pitcher is coming in straight, batter swings and hits a fair ball and runs for 1st base.

Example 2: Player pitcher gets count to 3 balls 0 strikes and pitches the 4th ball. Coach pitcher comes out. Batter keeps the 0 strike count. First pitch from coach is coming in straight, batter does not swing. Umpire calls 1st strike. Count is now 4 balls and 1 strike. Second pitch from coach coming in straight, batter does not swing. Umpire calls 2nd strike. Count is now 4 balls and 2 strikes.

- a) Third pitch from the Coach pitcher rolls in on the ground, batter does not swing. This is the third pitch from the Coach pitcher so regardless that it is a ball, the batter is out.
- b) Third pitch from the Coach pitcher is coming in straight, batter swings and misses. Umpire calls 3rd strike and the batter is out.

Example 3: Player pitcher gets count to 3 balls 2 strikes and pitches the 4th ball. Coach pitcher comes out. Batter keeps the 2 strike count.

- a) First pitch from the coach is coming in straight, batter does not swing. Umpire calls 3rd strike and the batter is out.
- b) First pitch from the coach is coming in straight, batter swings and misses. Umpire calls 3rd strike and the batter is out.
- c) First pitch from the Coach pitcher is coming in high, batter does not swing and the umpire calls a ball. Count is still 4 balls 2 strikes. Second pitch from the Coach pitcher is coming in high, batter swings and misses. Umpire calls 3rd strike and the batter is out.

Example 4: Player pitcher gets count to 3 balls 1 strike and pitches the 4th ball. Coach pitcher comes out. Batter keeps the 1 strike count. First pitch from coach is coming in straight, batter does not swing. Umpire calls 2nd strike. Count is now 4 balls and 2 strikes. Second pitch from Coach pitcher is coming in high, batter does not swing. Umpire

calls ball. Count is still 4 balls and 2 strikes. Third pitch from the Coach pitcher is coming in straight, batter swings and hits a fair ball and runs for 1st base.

*** Coach pitcher gets up to 3 pitches to complete the strike count. ***