

2023 BRSYSA Rules for 8U

The 8U division is an instructional league designed to help girls learn the basics of softball with an introduction to the rules of the game.

Conduct:

1. Coaches/Managers are responsible for managing player/parent sportsmanship during games. Umpires or any member of the Board may declare a forfeit for egregiously poor sportsmanship.
2. Dugout cheers and field talk should be motivational, not adversarial.
3. There shall be no protests in the 8U division.
4. All adults in the dugout shall be ACE Certified. ACE certification lanyards shall be worn during early-season games.
5. Coaches shall play every girl a minimum of one complete infield inning by the 3rd inning of each game. Failure to do so may result in forfeiture of the game. This will facilitate infield and outfield experience for all players.

Equipment and Uniforms:

1. Official uniforms are required for games. Sweatshirts and jackets are permitted for cold weather. Cleats are strongly recommended.
2. Jewelry, except medic alert, is not allowed during games. Earrings must be taped or removed.
3. Catchers will wear helmets with throat guards.
4. The ball shall be a 10" low compression softball, Incrediball or equal.
5. Only softball bats bearing the ASA/USA insignia may be used.
6. Batters are required to wear helmets with NOCSAE-approved facemasks.
7. Facemasks are recommended, not required, for fielders.

Game scores/wins/losses/ties:

1. Will be kept during the regular season and playoffs.

Schedule:

1. Dates and opponents are as listed in TeamSnap.
2. Each Belmont team shall play the other 2x in the regular season. Won/Loss/Tie record, Head to Head, Runs For, then Runs Allowed shall be the basis for playoff seeding.
3. Games designated as "Practice/Warm-up/Friendly" will not count toward seeding. This shall be noted on the schedule.
4. Don't sweat over your record. All of this is for developing the kids.
5. Playoff Seeding: Best win-loss-tie record; Tie breakers: head to head > most runs scored > fewest runs allowed > coin toss
6. Playoffs: per Commissioner(s); Championship and Consolation Picnic

Umpire:

1. Each team must supply 1 umpire per game.
2. The home team will provide the first umpire/catcher's helper. The umpire/catcher's helper will be responsible for calling player/coach pitch balls and strikes from behind the plate for one inning before alternating to the base umpire position for an inning and alternating so forth.
3. Coaches shall not be umpires.
4. No infield fly rule.
5. No dropped third strike.
6. Stealing off of kid pitch only- 1 base at a time; not home.
7. Stealing off of kid pitch only- 1 base at a time; not home.
8. Umpires will be the official timekeepers of the game.
 - a. Game time starts after the first practice pitch
 - b. No new inning after 6 innings or 80 minutes
 - An inning ends at last out.

Field Responsibilities:

1. The first home team of the day shall
 - a. Water and drag the infield
 - b. Install the bases
 - c. Line the field left/right baselines, 1st base runner's path, halfway lines (except home to first), batter's box, on deck circles, coaches boxes, 30ft pitching line, 8ft. radius pitcher's circle drawn from the middle front of the pitcher's plate) and a 10' hash mark to delineate the start of the "outfield." 50' distance for bases. Install and clay pack pitcher's plate as needed.
2. Between games watering, dragging, and re-lining should be completed as needed by both teams.
3. The home team will occupy the 3rd base dugout.
4. The home team will be responsible for providing a new official 10" low-compression softball. Visitors provide a lightly used ball for gameplay.
5. Pre-game practice in the infield fair territory is not permitted. Grass area and infield foul territory are eligible.
6. The following duties are performed by the last visiting team of the day: put away the bases, water the field, and lock up the equipment.

Keeping Score (4 runs or catch up +1):

1. First two innings there will be a max of 4 runs per inning per team.
2. Starting in the 3rd inning you will be able to do the following:
 - a. If you are **winning or tied**: Increase by a max of 4 runs per inning (increase by 4)
 - b. If you are **losing by 4 or more** runs: You can increase until you are leading by 1 (catch up +1) Example:
 - 3rd inning starts and the score is 7 to 1 (increase by 4)
 - Top of 3rd and the score can go from 11 to 1
 - Bottom of 3rd and the score can go up to 11 to 12 (catch up +1)
 - c. If you are **losing by less than 4** runs: You can increase your score by up to 4 runs (increase by 4) Example:

- 3rd inning starts and the score is 4 to 4
- The score gets to 6 to 4
- Bottom of 3rd and the score can go to 6 vs 8 (increase by a max of 4)

Base Running:

1. The batter-runner shall touch the orange bag at first if possible.
2. Stealing
 - a. Upon release of pitch (1 warning per team for leaving early)
 - b. Only on kid pitch
 - c. Only 1 base per pitch
 - d. No stealing home (safety issue)
3. Sliding is allowed.
4. No infield fly rule or dropped third strike rule.
5. If a runner gets hit by a batted ball she will be called out.
 - a. Exceptions
 - Ball hit in foul territory and hits runner; runner is SAFE.
 - Fielder touches ball then ball hits runner; runner is SAFE.
Batter is awarded 1st and runners awarded next base.
6. If the batter is running to 1st base in fair territory will be called out if hit by a throw or a batted ball.
7. The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play, but runners do not attempt to advance.
8. Any base runner may be put out (tag out) if they advance beyond the base they are entitled to on the errant throw. At the end of play, the umpire will return all runners to the base they are entitled to if they have not been put out. Note: A runner cannot be tagged out if they are on a base.

Overthrows to 1st base:

1. On an OVERTHROW to 1st base the following occurs:
 - a. Batter can run to 1st base
 - b. Base Runners can run to the next base + 1 at risk of being thrown out.
 - c. Batter may not advance beyond 1st base if defense elects to make a play on other runners.
2. Example of OVERTHROW to 1st :
 - a. Players: Batter is up to bat. There are Runners on 1st and 2nd.
 - b. Grounder to infield. Overthrow to 1st.
 - c. Batter can go to 1st only.
 - d. 1st Base Runner can go to 3rd at risk.
 - e. 2nd Base Runner can go home at risk.
 - f. Umpire shall return all runners to the entitled base at the end of the play.
3. From example above, if all runners reach home: At end of play umpire returns Batter to 1st and 1st Base Runner to 3rd. 2nd Base Runner scores.

On an errant throw to any other base or position:

1. If an errant throw occurs to any other base except 1st, then:
 - a. All runners and Batter may advance one base past the base they are going to (next base + 1) with the liability of being put out (at risk).
2. Example: Batter is up to bat. There are runners on 1st and 2nd. Ball hit in fair territory. Fielder overthrows to 3rd.
 - a. Batter can go to 2nd at risk.
 - b. 1st Base Runner can go to 3rd at risk.
 - c. 2nd Base Runner can go home at risk.
 - d. Umpire shall return all runners to the entitled base at the end of the play.

Fielding:

1. There shall be 6-10 fielders on the field. The 4 outfielders must be at least 10 feet behind the baseline.
2. Infield Fly: The infield fly rule is not in effect. Runners may try to advance

on pop flies at their own risk of being put out.

3. Play stops when a ball hit to infield or outfield gets in the control of the pitcher, who is in the infield "square" defined by the fair territory within the outer edges of the bases.

- a. Runners are locked/bracketed to the nearest two bases, but at risk of being put out. Runners on a base are safe. At end of the play, the umpire returns runners to the appropriate base, as needed.

- Example of bracketing runners:

- Pitcher gets control of the ball in the "square".
- 1st Base Runner is between 1st and 2nd and must commit to either of those two bases, (no dancing back and forth allowed).
- Pitcher can put the runner out.
- If 1st Base Runner runs to 3rd base and is touching 3rd base, then she is safe. She will be returned to 2nd base by the umpire.

- b. If the pitcher "makes a play" the runners become unbracketed and are free to move to additional base(s) at risk.

- Example of a pitcher "making a play":

- Pitcher is in control of the ball in the infield.
- 1st Base Runner is between 1st and 2nd and must commit to either of those two bases, (no dancing back and forth allowed).
- 2nd Base Runner is between 2nd and 3rd and must commit to either of those two bases, (no dancing/back and forth allowed).
- Pitcher runs or raises throwing arm or otherwise makes an attempt to get 1st Base Runner to go back to 1st. At this point ALL runners are unbracketed. All runners can score, at risk.

4. White and Orange bags

- a. 1st Baseman is to make her plays to the white bag (safety issue)
- b. If a thrown ball goes to foul territory, only then may 1st Baseman use orange bag.

- c. Batters run to the orange bag.
5. Fielders interfering with the base path of a runner without the ball -- including blocking the inside corner of any base, blocking home plate and blocking the runner's path to 1st base -- will result in an awarded base to the runner at the umpire's discretion. Umpire obstruction signal: left arm out, hand in fist.
6. Pick off (Catcher's attempt to get base runner out by throwing to original bag). Typically occurs at first or third.
 - a. No runners may advance on a pickoff attempt.
 - b. Up to 3 pick-off attempts per inning may be made.
 - c. If runner advances, then the umpire shall return runners to initial base at the end of play.
 - d. Example:
 - Runner on first.
 - Runner takes lead upon release of pitch.
 - Catcher throws ball to 1st baseman.
 - 1st baseman attempts to tag runner out.
 - Runner turns and runs to second.
 - At end of play, umpire returns runner to first.
7. A member of the defensive coaching staff is permitted in the back of the outfield.

Batting:

1. Everyone bats; free defensive substitutions. ("Roster Batting")
2. No running on dropped third strike.
3. Batter will be awarded an extra base for any hit off of a player pitch. This is a BRSYSA rule. It does not apply outside of BRSYSA. Umpires will award the extra base once play has stopped. Other runners are awarded next base by force only.
 - a. Example of runners advancing from hit off kid pitch:
 - Runner on 1st,
 - Batter hits off kid pitch.
 - Batter makes it to 2nd base and 1st Base Runner makes it to 3rd

base

- Umpire awards Batter 3rd base and 1st Base Runner is awarded home.

4. Player hit by pitch (clothing or person):

- a. If in the batter's box, then batter can elect to walk or continue hitting. Consulting with one coach is allowed. No attempt to avoid being hit by the pitch is required from the batter. However, the batter may not obviously try to get hit by the pitch. If the batter elects to continue hitting, the pitch shall be counted as a ball.
 - b. If the batter swings at a pitch that hits her, the pitch shall be counted as a dead ball strike.
 - c. Batter will not be awarded a base on a Hit by Pitch from the Coach Pitcher. Batters may hit pitches that bounce or roll.
5. A batter who steps a foot entirely outside of the batter's box (plate or no plate) when making contact with a pitch will be declared out (dead ball). If no contact is made on the swing, the pitch is a dead ball strike; no stealing runners may advance.

Bunting:

1. Bunting is allowed off of kid pitch only.
2. "Bluff" bunting is permitted (i.e., show bunt and pull back).
3. "Slash" (show bunt, pull back, then swing) is not allowed. Batter is OUT.
4. Batters who show bunt, do not have to pull back on a "ball".
5. A STRIKE will be called if the ball is in the strike zone or if the batter attempts to bunt ball (movement to bunt at umpire's discretion).
6. A bunt attempt with 2 strikes that results in a foul tip /ball = OUT.

Pitching:

1. Pitching distance: Player and Coach 30 feet.
2. Players will pitch to opposing team. Two-inning limit for pitchers, plus 1 additional if game goes more than 4 innings. One pitch in an inning constitutes a complete inning.

3. A player-pitcher hitting a third batter in an inning should be switched out, but may return to pitch a second inning.
4. No walks, coach pitch instead
 - a. A coach/pitcher will enter the circle when 4 player-pitched balls have been called by the umpire. Coach must pitch "legal" pitches from pitching rubber.
 - b. Player/Pitcher must have one foot in the circle at the time Coach Pitcher is pitching.
 - c. If a batted ball hits the Coach Pitcher the ball, the result is a dead ball out. At no time shall the Coach Pitcher obstruct play. A Coach Pitcher hit by a thrown ball shall result in a dead ball, with all runners returning to their last base.
 - d. Coach Pitcher must stay in the circle during play and may provide Coaching assistance throughout the at-bat. Coach Pitcher may not provide coaching assistance once the ball is put in play.
 - e. The Coach Pitcher will inherit the player/pitcher strike count and will throw up to (3) pitches to complete the at-bat.
 - f. If coach pitches a perfect strike and batter does not swing = STRIKE.
 - g. If the "3rd/last pitch" is a foul ball, pitching continues until the ball is hit into play, the player swings and misses, or the player "takes" the last pitch without swinging.
 - h. Example 1 Coach Pitch:
 - Batter has 2 strikes when the coach pitcher enters the game.
 - 1st pitch hits batter and no swing = BALL
 - 2nd pitch, no swing, and it is a perfect strike. Batter is out because that was the 3rd strike.
 - i. Example 2 Coach Pitch:
 - **Batter has 0 strikes** when coach pitcher enters the game.
 - 1st pitch rolls to the batter – no swing – Still 0 strikes
 - 2nd pitch is a strike – no swing – Count is 1 strike on kid
 - 3rd pitch is over kid's head
 - No swing "takes pitch" or swings and misses = Batter is OUT; or
 - Swing but fouled, then coach pitches again

Reminders

1. Friends and family members should cheer, but never critique or "coach."
2. None of us is perfect. We are volunteers and there *will* be "bad calls."
3. Kids tend to care very little about the score, or if they win. The most important things to the girls are being with their friends and having fun.