

8U Rules Spring 2025 BRSYSA & FCYSA
It's ALL about the kids, not the coaches, not the parents.

The 8U division is an instructional league designed to help girls learn the basics of softball with an introduction to 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 required for all fielders.

Game scores/wins/losses/ties:

1. Will be kept during regular season and playoffs.

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Schedule:

1. Dates and opponents are listed on TeamSnap/Google Docs
2. Each team shall play the other teams 2-3x 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 towards seeding. This shall be notated 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. 4 Team Playoffs: per Commissioner(s); ending with Intercity Championship and Consolation games

Umpire:

1. Each team must supply 1 umpire per game, unless Junior Umpires are officiating.
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. Umpires will be the official time keepers of the game.
 - a) Game time starts after first practice pitch
 - b) No new inning after 6 innings or 80 minutes
 1. Inning ends at last out

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Field Responsibilities:

1. For Dirt and Grass Fields, the first home team of the day shall
 - a) Water and drag the infield
 - b) Install the bases
 - c) Line the field left/right base lines, 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 middle front of pitcher's plate) and a 10' hash mark to delineate the start of the "outfield." 60' distance for bases. Install and clay pack pitchers plate as needed.
2. Between games watering, dragging and re-lining should be completed as needed by both teams.
3. Home team will occupy the third base line dugout.
4. The home team will be responsible for providing a new ***official 10" low compression softball***. Visitors provide a **lightly used ball for game play**.
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 home 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 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:
 - i. 3rd inning starts and the score is 7 to 1 (increase by 4)
 - ii. Top of 3rd and the score can go to 11 to 1
 - iii. 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:
 - i. 3rd inning starts and the score is 4 to 4
 - ii. The score gets to 6 to 4
 - iii. Bottom of 3rd and the score can go to 6 vs 8 (increase by max of 4)

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Base Running:

1. Batter 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
 - i. Ball hit in foul territory and hits runner, runner is SAFE
 - ii. Fielder touches ball then ball hits runner, runner is SAFE.
Batter is awarded 1st and runners awarded next base.
6. If **batter** is running to first 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.

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Overthrows to 1st base:

1. On an **OVERTHROW to 1st base** the following occurs:
 - a. Batter can run to first base
 - b. Base Runners can run to next base + 1 at risk.
 - 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 entitled base at end of 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 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 entitled base at end of 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.

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3. Play stops when ball hit to infield or outfield gets in the control of the pitcher, who is in the pitching circle.
 - 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 play umpire returns runners to appropriate base, as needed.
 1. Example of bracketing runners:
 1. Pitcher gets control of the ball in the “square”.
 2. 1st Base Runner is between 1st and 2nd and must commit to either of those two bases, (no dancing back and forth allowed).
 3. Pitcher can put the runner out.
 4. 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.
 1. Example of pitcher “making a play”:
 1. Pitcher is in control of the ball in the infield.
 2. 1st Base Runner is between 1st and 2nd and must commit to either of those two bases, (no dancing back and forth allowed).
 3. 2nd Base Runner is between 2nd and 3rd and must commit to either of those two bases, (no dancing/back and forth allowed).
 4. 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 thrown ball goes to foul territory, then 1st Baseman may 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 runners 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

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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 umpire shall return runners to initial base at the end of play.
- d) Example:
 1. Runner on first.
 2. Runner takes lead upon release of pitch.
 3. Catcher throws ball to first baseman.
 4. First basement attempts to tag runner out.
 5. Runner turns and runs to second.
 6. 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, not an ASA/USA softball rule. 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:
 1. Runner on 1st,
 2. Batter hits off **kid pitch**.
 3. Batter makes it to 2nd base and 1st Base Runner makes it to 3rd base
 4. Umpire awards Batter 3rd base and 1st Base Runner is awarded home.
4. Player hit by pitch (clothing or person):
 - a) If in batters’ 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

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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 batters' 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. "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. 2 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 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

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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 (with exception with foul balls in rule g).
- 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:
 - 1. **Batter has 2 strikes** when the coach pitcher enters the game.
 - 2. 1st pitch hits batter and no swing = coach pitch #1, no strike with count still 2 strikes
 - 3. 2nd pitch, no swing, and it is a perfect strike = coach pitch #2 and Batter is out because that was the 3rd strike.
- i) Example 2 Coach Pitch:
 - 1. **Batter has 0 strikes** when the coach pitcher enters the game.
 - 2. 1st pitch rolls to the batter – no swing = coach pitch #1, no strike with count still 0 strikes
 - 3. 2nd pitch is a strike – no swing = coach pitch #2 and count is 1 strike
 - 4. 3rd pitch is over kids head
 - 1. No swing “takes pitch” or swings and misses = coach pitch #3 and Batter is out because that was the 3rd coach pitch
- j) Example 3 Coach Pitch
 - 1. **Batter has 1 strike** when the coach pitcher enters the game.
 - 2. 1st pitch way outside and no swing = coach pitch #1, no strike with count still 1 strike
 - 3. 2nd pitch, no swing, and it is a perfect strike = coach pitch #2 and count is 2 strikes
 - 4. 3rd pitch with swing but fouled off = coach pitch #3, count is still 2 strikes, and coach pitches again as per rule g) above

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Reminders

1. Friends and Family members in the stands should cheer, but not critique or coach.
2. None of us are perfect - We are volunteers and there will be "bad calls"
3. Kids tend to care very little about the score or if they win.