

2008 LUYAA Girls Softball League

8 & UNDER RULES

1. A regulation game is 6 innings. A complete game consists of **four** (4) full innings or **three and one-half** (3 1/2) innings, if the home team is ahead, or when the **two** (2) hour time limit has been reached. (see General Rules A-5)
2. The batting order will consist of all players at the game, and will run in a continuous order. Each team is allowed to substitute fielders freely throughout the game.
3. Umpire will call strikes if batter swings, and there will be a maximum of **seven** (7) pitches per player, with the only exception being a foul ball on the 7th pitch. If the batter hits a foul ball on the 7th pitch. If the batter hits a foul ball on the 7th pitch, then additional pitches will be added to the maximum pitch count until the batter either swings and misses a pitch (stikeout, regardless of prior strike count), fails to swing at a pitch (recorded as a strikeout), or puts the ball into play. If after seven (7) pitches, and excluding a 7th pitch foul ball, the batter fails to put the ball into play, the batter is permitted to hit off a tee. Foul balls and tips are counted against the pitch count.
4. Before the game, coaches should agree on ending an inning in any of the following ways:
 - a. When **three** (3) outs are made.
 - b. When a team bats through their lineup.
5. Coaches will pitch the ball to their own players, but must not touch the ball while it is in play. If the ball hits or is touched by the coach-pitcher, all runners go back and the play is repeated. If a live ball is touched by field coaches, runners are awarded an extra base. Coach-pitcher may not interfere with the ball or fielder making play. If so, play is repeated.
6. Coaches must pitch from within the 8-foot radius circle, and MAY NOT coach the base runners.
7. When the player-pitcher gains possession and control of the ball within the circle, play stops. The umpire will instruct the runners to advance or retreat to the nearest base. Hash mark's will be drawn at midpoint between bases (1st to 2nd, 2nd to 3rd, 3rd to home) to serve as the decision point. Runners that are ON or PASSED the hash mark when time is called by the umpire will be awarded the next base. Runners that have not reached the hash mark will go back.
8. The player-pitcher must be within the circle when the ball is pitched by the coach-pitcher.
9. Infielders must remain within **three** (3) feet of baseline until the ball is hit. No more than **six** (6) infielders including pitcher and catcher may occupy the infield. Outfielders must stay **ten** (10) feet behind the baseline until the ball is hit (baseline being a straight line between bases).
10. NO bunting allowed.
11. NO stealing allowed. Base runners may not leave the base until the batter puts the ball in play with no penalty issued. Coaches are not permitted to touch the base runners during live play.
12. NO "Infield Fly" rule.
13. NO "Dropped Third Strike" rule.
14. The defensive team in the field may have defensive coaches in the outfield. They must stay in the outfield equal to or beyond outfielders when the ball is in play. The offensive team at bat may have a base coach for 1st and 3rd base.