

Please refer to CVGSA General Rules and the USA Softball official rulebook for complete rulings.

<b>8U CVGSA LEAGUE RULES (updated 1/1/2018)</b>		
<b>Base distance</b>	<b>60 ft.</b>	
<b>Batting/base running</b>	<b>No (#4)</b>	1.) Consecutive batting order (See CVGSA general rules).
		2.) All hits to the infield will result in the batter and runners advancing one base. Any ball hit to the grass will result in the batter and runners advancing two bases with the risk of being thrown out.
		3.) Play stops when a ball hit to the outfield gets in control of the pitcher.
		4.) Bunting is <u>NOT</u> allowed.
		5.) If the player/pitcher hits the batter, the runner is not awarded first base. Instead, the coach/pitcher will pitch up to 3 pitches to the batter.
		6.) The batter will NOT be awarded a base on a hit-by-pitch from the coach/pitcher. The pitch will be deemed "no pitch" and an additional pitch is to be thrown.
		7.) If a batted ball hits the coach/pitcher, the ball is considered live, does not result in an out, and is to be played to conclusion of a hit or out.
		8.) At no time shall the coach/pitcher obstruct play. Ruling: Interference; ball is dead, runner closest to home is out, all runners return to base occupied at the time of pitch (unless forced to advance by the batter becoming a runner).
		9.) If the pitch is not put into play by the last pitch pitched by the coach/pitcher, the batter is out (Exception: If the pitch is a foul ball).
		10.) THROWN BAT INFRACTIONS STRICTLY ENFORCED (SEE USA SOFTBALL RULEBOOK, R/S #52) -- NO WARNINGS!
<b>Defensive substitutions</b>		Free defensive substitutions are allowed throught the game. Note pitcher limitations in "pitching" section, #2.
<b>Dropped 3rd strike</b>	<b>No</b>	
<b>Game ball</b>	<b>11" RIF</b>	An 11" reduced impact factor (RIF) softball shall be utilized (obtain from umpire room).
<b>Game time limits/innings</b>	<b>1 hr. 30 min. or 5 innings</b>	Drop dead time limit is in effect, no matter where team is in batting order.
<b>Grace period</b>	<b>10 minutes</b>	Game shall be forfeited when unable to field the minimum 7 defensive players.
<b>Infield fly rule</b>	<b>No</b>	
<b>Minimum number of players</b>	<b>7</b>	A team may start a game with a minimum of 7 players, but may not continue with less than 7 players. Players showing up late may be added to the defensive team at any time, and shall be placed at the bottom of the batting roster.
<b># of defensive players/positioning</b>	<b>10</b>	6 maximum infielders (including pitcher and catcher). Infielders are defined as players positioned on the skinned (non-grass) areas of the playing field. Outfield players must position themselves at least 10 feet behind the baseline.
<b>Overthrows</b>		1.) On a throw to first base, no batter can advance to second base as a result of an ererant throw to first base. All other runners may only advance to the base past the base to which they are going, with liability of being put out.
		2.) On a throw to any other base or position: If an errant throw occurs when throwing to any other base, all runners and batter/runner may advance to a base past the base to which they are going, with liability of being put out.
		3.) Umpire will only award a base to a runner if ball has been thrown out of play.
		4.) The batter/runner and the runner may be put out if they advance beyond the base to which they were going on the errant throw. At the end of play, the umpire will return all runners to the bases they are entitled to if they have not been put out.

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<b>Pitching</b>	<b>No (#3)</b>	1.) Players will pitch to opposing team.
		2.) 2 consecutive inning limit for pitchers; re-entry allowed for 1 additional inning if the game goes beyond 4 innings. One pitch in an inning constitutes a complete inning.
		3.) No walks.
		4.) The coach/pitcher will enter the circle when ball 4 has been called.
		5.) The coach/pitcher will pitch consistent with USA Softball pitching rules.
		6.) Based on the batter's strike count, the coach/pitcher may throw a maximum of 3 pitches with the acting umpire calling balls and strikes.
		7.) There is no penalty to the defensive team when a player/pitcher hits the batter. Instead, the coach/pitcher will pitch up to 3 pitches to the batter.
		8.) Player/pitcher must have one foot in the circle at the time the coach/pitcher is pitching.
		9.) Coach/pitcher must stay in the circle during play, and MAY NOT provide coaching assistance. RULING: INTERFERENCE; BALL IS DEAD; RUNNER CLOSEST TO HOME IS OUT, ALL RUNNERS RETURN TO BASES OCCUPIED AT THE TIME OF PITCH (UNLESS FORCED TO ADVANCE BY THE BATTER BECOMING A RUNNER).
		10.) Pitching substitutions must be announced to the official scorekeeper at the time of substitution.
		11.) Player/pitcher must wear protective headgear (see CVGSA general rules).
		12.) Illegal pitch infractions shall be deemed as "no pitch," and a ball added to the count on the batter. No award of bases shall be imposed.
		13.) Home team is responsible for the placement and removal of the 30 ft. pitching rubber.
<b>Pitching distance</b>	<b>30 ft.</b>	Distance is same for both player/pitcher and coach/pitcher. See "pitching" section for pitching specifications.
<b>Protests</b>	<b>No</b>	<b>NO PROTESTS ARE ALLOWED IN THE 8U DIVISION.</b>
<b>Rotation rule</b>		Managers and coaches shall rotate players in and out of defensive positions so that a player on the bench one inning shall be in the field the next inning. EVERY PLAYER MUST PLAY AT LEAST ONE INNING IN THE INFIELD IN EVERY GAME.
<b>Run limit per inning &amp; "Equalizer" rule</b>	<b>4 runs</b>	1.) A half inning shall end when either three (3) outs are made by the defense or when four (4) runs are scored by the offense (Exception: See "Equalizer Rule" below).
		2.) Equalizer Rule: Teams trailing in the game may score additional runs above the 4 run limit. Teams may score no more than 4 additional runs over their opponent's score to "equalize" the 4 run limit.
		3.) When the fourth run is scored or trailing team goes up by four, the ball is immediately dead, and teams shall change sides.
<b>Stealing</b>	<b>Yes</b>	Stealing is allowed only on a passed ball (one base per pitch; no stealing home). Runners cannot advance on an overthrow from the catcher while stealing. No stealing is allowed during coach pitch.
<b>Trips to the mound/</b>		Trips to the mound shall be kept to a minimum. Two charged conferences in one inning in the game to the same pitcher shall cause removal of that pitcher

charged conferences		from pitching for the rest of the game. Player may assume another position.
Umpires		The coaches from teams who do not have a game shall umpire the game being played.