



EAST BOISE YOUTH SOFTBALL LOCAL PLAYING RULES 8U ROOKIES DIVISION

v1.2

The following local league rules and options have been adopted by the East Boise Youth Baseball and Softball Executive Board for the East Boise Babe Ruth youth softball programs.

The following items will apply to all playing rules, ground rules, and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth, Rules and Regulations will apply.

Reviewed *January 2017*



EBYBS 8U Rookies Softball Division

Designed primarily for players ages 7 and 8, this division makes use of a pitching machine to allow for more hittable balls at the plate and more action in the field. Fear of actually being hit by a pitched ball is diminished. It makes the game safer and improves the playing confidence and ability of all participants. Among teammates of their own age and experience level, players continue building and refining their fundamental skills while they begin to understand game strategy.

1. **KEEP IT FUN.** At this age it is all about development and making baseball as exciting as possible! Rules should be followed, but the rule violated should be explained to the players involved so it is a true learning experience.
2. No score will be kept. Winning is not the focus of this division.
3. Coaches should talk before the game to discuss the level of experience of their team and play accordingly.
4. Any issues that arise should be worked out between the coaches in a professional manner. If they cannot be resolved, then the 8U Rookies Division VP or VP of Softball needs to be contacted.
5. Games are to be no more than six (6) innings long. No new inning may start after one hour and thirty (1:30) minutes of play.
6. Cleats: If cleats are worn, they must be of plastic or rubber material only. No metal cleats are allowed.
7. The 8U Rookies division shall have each team play a 12 game season. Rain-outs will only be made up if time and field availability exists.

Lineups

- Consecutive batting order will apply.
- This is a developmental level of play and all kids should play every position unless a safety issue exists.
- Try to limit it to 2 innings max per position. Be fair, that doesn't mean shifting your infield to other infield positions and keeping the outfield out.
 - During the regular season, all players **MUST** play at least one (1) inning per game in the infield. The infield shall consist of C, P, 1B, 2B, SS, or 3B.
- Every kids should play at least half of the game.
- Kids sitting out should be rotated so the same three to four kids are not always the same ones only playing half the game.
- A minimum of 7 players required to field a team and avoid forfeit.
- A maximum of 10 defensive players should be on the field at one time.

Game Play

- Pitching will be done using a pitching machine fed (30-35 MPH from about 35' from the batter) by a coach from the offensive team. If a pitching machine is not available, then pitching shall be done by the offensive team's Coach or Manager. Dimpled 11" softballs (softies) will be used.
- The catcher must begin play in the catcher's box.
 - The coach pitching and any other adult should be watching the positioning of the catcher to ensure he will not get hit with the bat.
- The player pitcher must begin play behind the front of the pitching machine until after the ball is pitched.
- Outfielders must begin play approximately fifteen (15) feet behind the base line and may not pass it until the ball has passed the front of home plate.



- A batted ball that hits the pitching machine or manager/coach shall be declared a dead ball. The batter will be awarded first base and all runners will advance one (1) base.
- Play will be stopped when the lead runner is prevented from advancing by natural stoppage of play (such as a player in control of the ball and physically ready to make a play).
- A ball that remains in the infield (from a hit or poorly thrown ball from a defender) will keep runners from advancing multiple bases.
- If the ball reaches the infield and the runner is less than halfway to the next base, the runner must return to the previous base. If the runner is farther than halfway to the next base then he/she may proceed.
- The only pitching machine adjustments permitted during games shall be the micro-adjustment to improve accuracy and location.
 - **It is important that all teams set the pitching machines at the prescribed speeds to ensure consistency between games, practices, and teams.**

Hitting:

- Each batter will be allowed five (5) pitches, foul tips on the last strike shall keep the batter alive as if he/she had one strike remaining.
 - If there are no hits, the batter will have struck out. No soft toss, adjusted pitching, or batting tees permitted.
- No walks will be allowed.
- Use discretion on total pitches received if the machine is wild.
- Helmets with face masks are mandatory for the batter.
- Chrome helmets are not permitted.

Base Running:

- The runners, including the batter, can advance the bases until the ball is returned to the infield (does not need to be in possession of any player). This rule is to reward the hitter for a strong hit, not demoralize the team on defense. Be responsible and respectful with this rule.
- Base stealing is not permitted.
- Sliding is not permitted.

End of Offensive Inning

- Outs will count, if someone is called out at any base, then they are expected to go back to the bench. Strikeouts are considered outs.
- Teams will rotate from offense to defense upon three defensive outs or batting through the entire line-up, whichever comes first.
- Never bat more than once through your line-up - even if 3 outs are not achieved.
 - When the last batter in the inning comes to the plate, the manager/coach will announce 'last-batter'. Said batter proceeds as normal with the defensive team trying to get the third out if there are already two outs, or if less than two outs, then carry out the defensive play to try to get an out (i.e. throw the runner out at 1st base or make an out at another base). All play is stopped once an out is made or once the defense touches home plate. For safety reasons, do not encourage every runner to continue to run home and touch the plate.



Player Field Presence

- A maximum of six (6) players will play infield positions (includes catcher).
- Ten (10) defensive players will be allowed on the field.
- No player can sit out for more than two (2) consecutive innings on defense.

Coach Field Presence

- During the season, two (2) defensive coaches will be allowed in the OUTFIELD to instruct players when the ball is not in play. At no time are they to assist the youth in retrieving the ball.
- One (1) team parent is allowed, and strongly recommended, inside the dugout.
- All other parents/coaches must remain outside of the fenced playing area and dugout.
- During game play, no more than three (3) coaches shall be permitted within the confines of the playing field. All others MUST remain outside the fenced confines as a spectator.

