

# Mission Viejo Girls Softball - 8 & U Rules

## BASE and PITCHING DISTANCES

There are no ASA requirements for 8 & U. Therefore, the distance between the bases is 55 feet, when possible, and the pitching distance is set at 30 feet.

## GAME LENGTH

All games in this division will be one hour, thirty minutes (1:30) and will drop dead at one hour, forty minutes (1:40). No new inning will start after 1:30.

At fields where overhead lighting is not available, all play will stop (drop dead) based upon the umpire's judgment. As a guideline, play should stop when streetlights are activated.

## STANDINGS

Scores will be recorded but no standings will be kept for Regular Season Games. Games may end in a tie. At the Mid-Season and Season Ending Tournaments, Pool Games will be played and standings will be retained for final determination of Championship Tournament Play.

## GAME FORFEITURES

In the event a team is unable to field a minimum of eight players, a regular season may still be played. The other team is encouraged to provide additional defensive players for outfield positions only. If a game must be cancelled, see [General Policies](#).

## RUNS ALLOWED

Each inning is limited to four (4) runs maximum or three outs for the first four (4) innings, whichever comes first. Beginning in the 5<sup>th</sup> inning of play, each team may score an unlimited number of runs.

Catch-up rule: There will be **no** Catch-up rule in this division.

## DEFENSIVE PLAYERS

- A. Each team shall use four (4) outfielders for a total of ten (10) defensive positions. The outfielders must use normal outfield positions in left, left center, right center, and right field. No roving player is allowed and all of the outfielders must play at least 10 feet beyond the base path until the pitched ball is hit or crosses home plate.
- B. All infielders must play a minimum of 25 feet from home plate, until after the pitch has been hit or has crossed the plate.
- C. NOTE: Coaches should allow some considerations for safety. Do not put a player in a position such as first base or pitcher if they cannot defend themselves from thrown or hit balls.
- D. Up to two (2) defensive coaches may be positioned in the outfield (these coaches must be listed as coaches in the team's "Official Roster" so as to be covered by League insurance).

**NOTE: BEGINNING WITH THE FIRST GAME FOLLOWING THE MID SEASON TOURNAMENT, DEFENSIVE COACHES WILL NOT BE ALLOWED TO BE ON THE FIELD.**

- E. No player may sit on the bench more than one inning during the first three (3) innings in any game until all other players (excluding the Starting Pitcher) on their team have sat one inning.
- F. Each player must play at least one (1) full inning of infield during the first three (3) innings of a game. If the game is less than three innings, a player who has not played one inning of infield must start the next game in the infield.
- G. No player will sit (2) consecutive innings, unless removed from the lineup (injury/blood rule).
- H. Any player who presents herself at the start of the game properly attired, including having the proper equipment, shall play the minimum defensive innings set forth above.

## PLAYER RE-ENTRY

Unlimited defensive substitution is allowed. Substitute players may be entered at the beginning of innings or whenever the umpire allows time. Late arriving players are covered in the [General Policies](#).

## BATTING

1. The team will bat round robin for players present at the start of the game. Late arriving players in accordance with the General Policies must be added to the bottom of the lineup. The opposing team must be notified of any additions when the player enters the game. The batting order remains fixed once presented to the opposing team and umpire.

Batters hit by a pitch will be governed per ASA rules as follows: If, in the umpire's judgment, the batter makes no effort to avoid the pitch, a ball will be called and the batter does not walk. If an effort is made, the hit batter will be awarded first base.

**a. Batters hit by a coach pitched ball are not awarded first base.**

**b. Batters hit by a pitch in a bases loaded situation will be pitched to by the coach. If the batter is injured as a result of being hit by the pitch, the injured batter will be removed without penalty and the next batter in the batting order will come in for the injured batter. This batter will assume the current count of the injured batter.**

2. Each player pitcher shall be allowed to pitch until four (4) called balls have been accumulated to the batter. If the batter has not been put out or struck out, an adult coach or team administrator will enter the game to pitch to his or her own batter. The adult pitcher will assume the strike count. The adult pitcher must pitch from the Pitching Plate and may deliver a maximum of four (4) pitches to their batter. If the batter fouls the fourth adult pitch, she may continue to receive pitches so long as she continues to foul the ball off. All adult pitches will be called balls or strikes, and the batter will have struck out on a third strike pitched by the adult, regardless of the total number of adult pitches she has received.

**NOTE: BEGINNING WITH THE FIRST GAME FOLLOWING THE MID-SEASON TOURNAMENT, BATTERS WILL BE AWARDED FIRST BASE AFTER RECEIVING FOUR (4) CALLED BALLS BY THE PLAYER PITCHER. COACH PITCH WILL ONLY BE UTILIZED WHEN THE BASES ARE ALREADY LOADED. IN OTHER WORDS, PITCHERS WILL BE ALLOWED TO WALK BATTERS, BUT NOT WALK IN ANY RUNS. ALSO AT THIS TIME, ANY BATTERS JUDGED AS HIT BY THE PITCH WILL BE AWARDED FIRST BASE UNLESS THE BASES ARE LOADED, IN WHICH CASE COACH PITCH WILL BE UTILIZED.**

3. When the adult coach is pitching, **no** bunting and stealing are allowed. The adult pitcher may not coach the batter once the pitch is released. Coaching the batter as to when to swing or not to swing during the pitch will be considered offensive interference and the batter will be called out.

4. Bunting is considered part of the fundamentals development program and shall be allowed in this division. The batter shall be called out if any ball is bunted foul on the third strike.

## BACKING UP CATCHERS

Coaches and/or Assistant Coaches are encouraged to "back up" their catchers and return the ball to their pitcher on pitched balls that get past their catcher (wild pitch/passed balls) in order to keep the game moving in at a more rapid pace. Coaches/Assistant Coaches will not "back up" their catchers if there is an opposing base runner at first or second base with a base stealing opportunity.

**NOTE: BEGINNING WITH THE FIRST GAME FOLLOWING THE MID SEASON TOURNAMENT, DEFENSIVE COACHES WILL NOT BE ALLOWED TO BE ON THE FIELD.**

## MERCY RULE

Not applicable for this division.

## INFIELD FLY AND DROPPED THIRD STRIKE

The infield fly rule and the dropped third strike rule are **not** in effect.

## PITCHER'S CIRCLE-CYLINDER RULE

Play will stop when a defensive player makes an attempt to throw the ball to the pitcher while the pitcher is in the pitcher's circle **and** the ball passes through the vertical cylinder defined by the air space above and within the pitcher's circle. Runners in progress that are more than half the distance to the next base, can advance to that base, even if played upon, or if the ball goes out of play. A runner at third may not steal home even if played upon.

**NOTE: Umpires may reset multiple runners and take runs off the board if warranted.**

## BASERUNNING, SLIDING, AND STEALING BASES

1. **Stealing:** A runner may lead off or steal the next base as soon as the ball leaves the pitcher's hand. Only one stolen base per pitched ball even if played upon. A player will be called out for leaving the base before the ball leaves the pitcher's hand or sent back upon touching a second stolen base, even if played upon, or if the ball goes out of play. A runner at third base may not steal home even if played upon.

**NOTE: When the adult coach is pitching, no stealing is allowed.**

2. **Sliding** is covered in the [General Policies](#).
3. **Baserunning:** Overthrows that stay in or go out of the playing field - a runner may only advance one base per play on an overthrow from the base last touched at the time the ball left the fielder's hand.

### Clarification and examples:

- a. **A batter-runner hits a single and is overthrown at 1B.**  
Effect: The batter-runner can only advance to 2B. Even if a fielder then throws to 2B and the ball goes into the outfield.
- b. **A batter-runner hits a double and the first play attempted on the batter-runner is at 2B. A fielder overthrows 2B and the ball goes into the outfield.**  
Effect: The batter-runner can only advance to 3B.
- c. **Runner on 1B. Batter-runner hits a single and is overthrown at 1B.**  
Effect: Runner on 1B can only advance to 3B and the batter-runner can only advance to 2B.
- d. **Runner on 1B. Batter-runner hits a double only (no play attempt at a base, ball back to the pitcher).**  
Effect: Runner on 1B can only advance to 3B.
- e. **Runner on 1B. Batter-runner hits a double and the play made at 2B is overthrown.**  
Effect: Based on rule 3c runner on 1B advances to score by force of the batter-runner advancing to 3B.
- f. **Runner on 1B and 2B. Batter-runner hits a double only (no play attempt at a base, ball back to the pitcher).**  
Effect: Runner on 2B scores, runner on 1B advances to 3B (per rule 3c).
- g. **Runner on 1B and 2B. Batter-runner hits a double and the play made at 2B is overthrown.**  
Effect: Runner on 2B scores, runner on 1B scores (per rule 3e), and the batter-runner can only advance to 3B
- h. **Runner on 1B and 2B. Batter-runner puts the ball in play and the play made at 3B is overthrown.**  
Effect: Runner on 2B scores, runner on 1B advances to 3B (per rule 3c), and the batter-runner advances to 2B
- i. **The batter-runner is put out at the base they are not allowed to advance to on the overthrow.**  
Effect: When play ceases, time will be called by the umpire and the runner(s) will be returned to the base(s) allowed for an overthrow.
- j. **A runner at 3B can only advance to home if the ball is hit into fair territory, or "tags up" on a caught fly ball in the field of play, or if an awarded base causes the player to be "forced home".**

**NOTE: Umpires may reset multiple runners and take runs off the board if warranted.**

## **LODGED BALLS**

A pitched ball that becomes “lodged” behind a wooden backstop located behind the catcher will be deemed a dead ball and out of play. Runners may advance per ASA Rules with the exception that no runner may advance from 3<sup>rd</sup> base to home plate.

## **PITCHING RULES**

### **Pitching Outs/Pitching Week**

1. A pitcher is limited to fifteen (15) outs per week. A week begins at 12:01am Sunday and ends at 12:00 midnight on Saturday. Two games equal a week, should more than two games be played in a week. The pitcher may not start two consecutive games. An out will be charged to the pitcher for each out made.
2. Batters hit by a coach pitched ball will not be awarded first base.
3. The adult pitcher must pitch from the pitcher’s plate. The player pitcher shall remain in the pitching circle while the adult pitcher is pitching and must play no closer to the batter than the pitcher’s plate until the pitch is released. The adult pitcher must make every reasonable effort to get out of the way of the ball and/or the defensive players. If the ball hits the adult pitcher before it passes an infielder, other than the pitcher, the ball is dead, the batter is awarded first base, and all other runners advance if forced. If the adult pitcher interferes with the play, as judged by the Umpire, the Umpire will call the batter out for interference.

### **Pitcher Substitution**

Any pitcher removed from pitching by the coach may not return to pitch in the same inning (Exception: Blood Rule per ASA Rules, Rule 4, Section 9). Any pitcher may be removed from the game for normal player rotation and be returned once to pitch.

## **COURTESY RUNNERS**

Courtesy runners may be used for the pitcher and catcher of record, those scheduled to pitch or catch the next inning or for batters/runners injured during their turn at bat. The last player making an out, or the last two players in the case of courtesy runners for both pitcher and catcher, are the only players eligible to run for the pitcher and/or catcher.

## **SPORTSMANSHIP**

No derogatory cheers will be allowed. No deliberate attempt to distract the pitcher and/or the catcher by the offensive team shall be tolerated. MVGS will follow the [General Policies](#) and/or ASA rules for unsportsmanlike conduct.

## **JEWELRY**

Covered in [General Policies](#).