

Tar River Youth Softball League - 8U Rookie Rules

Babe Ruth Softball rules will govern play with the following exceptions:

1. Face masks are required on all batting helmets. This is a Babe Ruth rule.
2. 8U are required to wear fielder's masks when playing any position in the infield.
 - The "Pitcher" position is only a reference to a "Fielder's" position (does not deliver a pitch). A courtesy runner is not allowed for the "pitcher."
 - The player that assumes the pitcher's position must remain within the "mound" 8 ft. radius circle, behind the machine, and on one side or the other until the ball is hit.
3. The Louisville Slugger Spring-loaded machine will be used for regular season play.
4. 8U will use one ball at the pitching machine. The catcher will be expected to throw it back to the pitcher after every pitch.
5. The home team/host site is required to provide 2 new balls for the game.
6. Game Length: 6 innings or 75 minutes (1 hour and 15 minute) time limit with no new inning after 1 hour and 10 minutes. There will be no time limit in the championship game.
7. Courtesy runner: mandatory for catcher with 2 outs. Shall be last player out.
8. 10 run mercy-rule is in place for 8U softball. The game will be called if at the completion of 4 innings the visiting team is ahead by 10 runs or 3 ½ innings if the home team is ahead by 10.
9. Batters will get five pitches or 3 swings. A batter cannot foul out.
10. No base stealing; runners cannot leave their base until ball is hit or before it reaches the plate; penalty shall be runner being called out
11. Tar River Softball League teams will always use a continuous batting order. Free substitution is in place with a continuous batting order. No player should sit out two (2) consecutive innings on the bench.
12. Bunting is allowed, but for the safety of all players if the batter shows bunt, they can only bunt or pull back. The batter will not be allowed to show bunt then pull back to slash or hit away.
13. Innings will be 3 outs or 5 runs for first 3 innings. During the 4th, 5th and 6th innings runs will be unlimited through ten batters.
14. There will be four outfielders. ALL outfielders must remain in the grass area (or behind infielders) of the outfield. They cannot be positioned in the infield at any time).
15. Time will be called only by the umpire when the lead runner is stopped or abandons their effort to advance or went at his discretion
16. The catcher takes the catcher's normal position in full gear. To help speed the game along, a defensive coach may stand behind their catcher to retrieve past balls. If they choose to do so, no coaching will be done from this position.
17. Home and Away teams will be designated on the league schedule. Home team is listed last, and sits in 3rd base dugout.
18. One umpire will be sufficient for machine pitch.
19. No Appeal Play. Umpire's Decision is Final.
20. You may play with as few as 7 players with no penalty.
21. Pitching machine will be placed at 35ft and loaded by a coach on offensive team. Suggested settings are 2-3-4 (28 mph), 2-3-5 (30 mph), or 2-3-6 (32 mph). Reference distributed sheet and top of pitching machine for specifics.
22. In the event of an overthrow at 1st base, a runner(s) may advance only 1 base with the risk of being thrown out. If the defensive team makes an attempt to throw the runner(s) out, the play opens up and runners may advance until stopped or the runner(s) score. The throw to 1st may come from an outfielder. If the overthrow to 1st is the second part of a double play, then the overthrow to 1st is treated as the second part of the double play and the play becomes open, thus allowing the runner(s) to continue at

their own risk. This rule applies to overthrows at 1st base. All other overthrows at any other base are the same as older age divisions.

23. Tie Breaker Rules: (Tournament Games Only)

At the conclusion of 6 innings of play or the 1 hour and 15minute time-limit if there is a tie, the following tie breaker will be in effect.

Tie Breaker Rule: At the start of each half inning until a winner is determined, the offensive team will start with a runner on second base who will be the last recorded out from the previous inning. The game will then continue to be played as a regular baseball/softball game.

24. The game clock will start at the conclusion of the coaches meeting.