



Spring 2022 Modified/Supplemental Playing Rules for 8U Division

(Current USA Softball rules apply with these modifications)

GENERAL RULES:

1. All players are required to have and use a batting helmet with face cage, and shoes with plastic cleats (no metal cleats permitted), fielding mask; Recommended, but not required equipment include: slider shorts, wraps and protective shin/knee pads (aka sliders).
2. Official ball is a new “10 inch Rawlings Reduced Injury Factor (RIF) Level 1” softball in optic yellow. If necessary, an alternate ball of the same size may be used if deemed equivalent by the Division Commissioner or game umpire.
3. A practice shall consist of five (5) or more players. Each player may practice **up to seven (7) hours per week** prior to opening day. Each player may practice a maximum of six (6) hours per week, including games, after opening day. (Each game will be considered one and one half hours.)
4. Any minor catching for a pitcher at any time must wear a catcher’s mask or fielder’s mask.
5. Players are not permitted to wear jewelry (including watches and earrings) except Medic Alert bracelets.
6. All players will keep their shirts tucked in.
7. All players must wear socks that cover the ankle. “Peds” are not permitted.
8. Profanity, intoxicants of any kind, and tobacco use of any kind are not permitted.
9. Throwing of equipment is not permitted.
10. Base Coaches on offense will remain in the coaching box at all times, unless there is a time out.
11. Parents, fans and Team Staff will refrain from any type of verbal abuse, physical abuse, intimidation, or other unsportsmanlike acts directed towards players, other parents, fans, Team Staff, umpires or CV United Board Volunteers.
12. It is the responsibility of the Manager to adhere to and enforce all General Rules. Failure to comply will result in one or more of the following: a) team warning; b) player is ejected; c) disqualification of Manager and/or conflicting player(s) for said game; d) forfeiture of said game; e) next game suspension of Manager and/or conflicting player(s). All actions under Rule 12 must be reported to the Division Commissioner, who will report it to the CV United Executive Board.



GAME PLAY RULES

13. The Home team occupies the third base dugout. The Visiting team occupies the first base dugout. Each team will warm up on the corresponding side of the field (home team warms up in left field, visiting team warms up in right field). The only exception is if a team is playing back to back games, they will stay in the dugout of their first game and will not be required to switch dugouts.
14. Pitching Distance shall be thirty (30) feet. Pitching Circle shall be eight (8) feet diameter around the Pitcher's Plate.
15. There is no infield fly rule.
16. The dropped third strike rule is not in effect – a batter runner cannot advance to first base on a dropped third strike.
17. Stealing of all bases is allowed with the exception of home (COLD PLATE). The player will be allowed to advance one base per pitch. If a play is made on any runner, the runner on third (if occupied) cannot advance home. The player may not advance on an overthrow.
18. Continuation on a walk is NOT allowed.
19. The ball is dead when the pitcher has possession of the ball in the Pitching Circle.
20. On an overthrow of a ball put in play, the runner may advance up to one base, at her own risk. This one base limit also applies to all runners on the bases.
21. No new inning may start after one (1) hour and twenty (20) minutes. All games will have a "drop dead" time of one (1) hour and thirty (30) minutes. The game will stop regardless of inning and score will revert to last completed inning, unless the home team is ahead. A game shall be deemed complete at the end of the described time limit or upon completion of six (6) innings or, in the event the home team is leading, at the end of five and a half (5 ½) innings. If a game is tied after six (6) innings and time permits, a single inning international tie breaker will start in the top of the seventh (7th) inning.
22. A team shall bat all players in a fixed rotation, regardless of whether or not they are playing defensively at that time. A player who arrives after the start of the game shall be added to the end of the batting order. A player who leaves the game early will be skipped and will not be recorded as an out.
23. There will be ten (10) defensive players on the field: six (6) infielders and four (4) outfielders. Outfielders must be at least ten (10) feet behind the baseline until the ball is hit (baseline is the direct line between two bases). A team must have a minimum of seven (7) defensive players to start a game (unless agreed upon by both managers). When playing "shorthanded" with seven (7)



players, an out will not be charged when the 8th, 9th or 10th batting position is scheduled to come to the plate.

24. Short handed shall be defined as having eight (8) or less players available. In the event that a manager knows in advance that his/her team will be shorthanded, and if available, “Pool” players may be used based on the following criteria.
 - a. At the beginning of the season, the 8U commissioner will create the pool player list
 - b. Pool players must be a registered player borrowed from another age eligible CV United team.
 - c. Pool players must play at least half the defensive innings in the outfield.
 - d. Pool players may not pitch unless there is no other pitcher available.
 - e. Pool players must bat at the bottom of the lineup.
 - f. Players not registered as current players with CV United may not be used as Pool players.
25. A player may not sit out two (2) consecutive innings.
26. All players will play at least one (1) inning in the infield per game.
27. A maximum of four (4) runs per inning may be scored by either team.
28. A Coach-pitcher will replace a pitcher after the second walk (four called balls) of the inning.
 - a. The Coach-pitcher must pitch from the Pitcher’s Plate.
 - b. After four (4) balls batter will receive three (3) Coach pitcher pitches if there are no strikes.
 - c. After four (4) balls batter will receive two (2) Coach pitcher pitches if there is one (1) strike.
 - d. After four (4) balls batter will receive two (2) Coach pitcher pitches if there are two (2) strikes.
 - e. In the event of a hit batter by Coach pitcher, it will be counted as one (1) coach pitch
 - f. The batter is out when three strikes (3) are accumulated. Each pitch made by the Coach-pitcher will count as a strike, whether or not the pitch crosses the plate in the strike zone. The batter will only receive an additional pitch or pitches if the batter fouls off the last pitch.
 - g. No bunting or stealing shall be allowed off a Coach-pitcher.
 - h. While the Coach-pitcher is pitching, the Player-pitcher must have one foot in the Pitching Circle, even with or behind the Pitcher’s Plate.
 - i. If a batted ball hits the Coach-pitcher, the ball will be considered a live ball.
29. In the interest of developing pitchers and hitters and preparing the players for advanced play, the division shall go to modified Player-pitch after the completion of the first half of the season (date to be determined by the Executive Board). After three (3) walks in a half (½) inning, the format will revert to Coach-pitch format as described in Rule #28 for the remainder of that half (½) inning. Walked and hit batters will take their base in accordance with USA Softball and CV



United modified rules which may result in a run crossing the plate without a ball put in play. The 8U Commissioner will advise Director of Umpires, and 8U Managers regarding the start date for modified player-pitch format.

30. A pitched ball that hits the ground (bounces) prior to hitting a batter SHALL NOT be considered a hit by pitch. It will be considered a ball.
31. For developmental purposes, Pitcher limits will be as follows:
 - a. Pitcher may pitch a maximum of six (6) consecutive outs or two (2) complete innings
 - b. Upon pitching the mentioned above limit, pitcher must rest/not pitch for one (1) inning before re-entering the game to pitch.
 - c. Pitcher may pitch a maximum of nine (9) outs or three (3) complete innings per game.
32. The home team scorekeeper is the official scorekeeper and must maintain the Official Scorebook.
33. In the event that the scheduled umpire fails to appear, teams may wait ten (10) minutes past the scheduled starting time at which point anyone agreed to by managers of both teams shall act as the substitute umpire. If within thirty (30) minutes of the original start time the scheduled umpire does arrive, then he/she shall umpire the remainder of the game after completion of the current inning being played. If the scheduled umpire arrives more than thirty (30) minutes after the scheduled start time, the game shall be completed using the substitute umpire. This shall only apply to regular season games.
34. In the unfortunate event that a game is halted due to rain or snow, the following shall apply:
 - a. Any game that is halted more than 40 minutes after the start of the game will be deemed an official game. The score will revert to the last completed inning.
 - b. Any game that is halted less than 40 minutes after the start of the game shall be a suspended game. Completion of the game will be rescheduled with the game played out until official time is reached.
 - c. Any game not started will be rescheduled.
 - d. Any interleague game not started or suspended will be canceled. The game will only be rescheduled at the discretion of both leagues
35. Any interleague play will follow CV United Rules if CV United is the home team and local team rules if CV United is the visiting team.
36. In the event of a tie in standings at the end of the season, the tie breaker analysis is as follows:
 - Head to Head
 - Total Runs Against
 - Total Runs Differential
 - Total Runs For
 - Coin Toss