

Murrieta Valley Girls Softball Association



RULES AND REGULATIONS

Revised January 2010

ARTICLE I – INTRAMURAL DIVISION LEAGUE

Section 1 – Intramural Division Organization

- A. The Intramural Division of the Murrieta Valley Girls Softball Association (MVGSA) shall be governed solely by these rules and regulations as adopted and approved by the Murrieta Valley Girls Softball Association Board of Directors.
- B. Intramural Divisions shall consist of the following: T-Ball, 8-Under, 10-Under, 12-Under, 14-Under 16-Under and 18-Under.
- C. For purposes within this document, any reference to a “week” shall be defined as “Monday through Sunday.”

Exception: The Upper Division may be comprised of any combination of 14-Under, 16-Under and 18-Under players in any given season.

Section 2 – Division Team Composition

- A. Teams in the T-Ball Division shall be comprised of girls 4 to 7 years of age, as of January 1 of the playing season.
- B. Teams in the 8-Under Division shall be comprised of girls no older than 8 years of age, as of January 1 of the playing season.
- C. Teams in the 10-Under Division shall be comprised of girls no older than 10 years of age, as of January 1 of the playing season.
- D. Teams in the 12-Under Division shall be comprised of girls no older than 12 years of age, as of January 1 of the playing season.
- E. Teams in the 14-Under Division shall be comprised of girls no older than 14 years of age, as of January 1 of the playing season.
- F. Teams in 16-Under Division shall be comprised of girls no older than 16 years of age, as of January 1 of the playing season.
- G. Teams in 18-Under Division shall be comprised of girls no older than 18 years of age, as of January 1 of the playing season.
- H. Any player wishing to move up a division before the appropriate age must be at least the even year designation of the appropriate age by January 1 of the playing season (i.e., 6, 8, 10 or 12 years of age as of January 1 may play up one age division). Any exceptions would require approval by the MVGSA Board of Directors, after being evaluated by the appropriate division.

Exception: The Upper Division may be comprised of any combination of 14-Under, 16-Under and 18-Under players in any given season.

Section 3 – Registration

- A. All Intramural Division players shall be registered with the League Player Agent and have paid any registration fees prior to team placement.
- B. Sisters registering to play within the same division shall have the option of playing on the same team or of playing on separate teams. They shall indicate such intentions to the League Player Agent at the time of registration. This applies to sisters entered into the draft only. Sisters placed on the waiting list will not have the option of playing on the same team.
- C. Any special considerations affecting the placement of players on a team shall be brought to the attention of the League Player Agent at the time of registration (i.e., physical, health or academic issues, etc.). Any special considerations shall be given disposition by the MVGSA Executive Board prior to the player draft.
- D. At the time of registration, the Membership Coordinator and/or league representative shall advise each player and their parent(s) and/or guardian(s) as to the options and/or requirements affecting the player's placement on a team.
- E. Any player who plays up one (1) age division is eligible for selection to an All Star team within their appropriate age division. A player is only eligible for All Star consideration in one (1) age division for the current season. Eligibility must be declared in writing to the League Player Agent twenty-four (24) hours prior to the start of the first scheduled game.

Section 4 – Evaluations

- A. No evaluation session will be required for any player in the T-Ball Division.
- B. All players eligible for the 8-Under, 10-Under, 12-Under, 14-Under, 16-Under and 18-Under Division(s) shall be required to participate in an evaluation session in order to be entered into the draft. Failure to participate in an evaluation will result in the player(s) being placed in a blind draw.
- C. All girls who have registered but did not participate in an evaluation session shall be selected for team placement in a blind draw after all evaluated girls have been drafted by coaches, in keeping with the draft order.

Exception: Known pitchers, catchers and skilled player only will not be subject to the blind draw. The MVGSA Divisional VP and Divisional Coaches will determine if a player is a known player.

Section 5 – Formation Of Teams

- A. The MVGSA Board of Directors shall determine the number of teams within each division after all registration sessions have been conducted.
- B. T-Ball and 8-Under divisional teams shall be comprised of a minimum of ten (10) players and the maximum number of players shall be determined by the MVGSA Executive Board.
- C. 10-Under, 12-Under, 14-Under, 16-Under and 18-Under divisional teams shall be comprised of a minimum of ten (10) players and a maximum of twelve (12) players, unless there are players that have been evaluated but not drafted.
- D. Each division shall have a minimum of four (4) teams in order to have a post-season tournament. The MVGSA Board of Directors may, at their discretion, elect to change the minimum number of players per team to ten (10) so that a division may operate with four

teams. The Board of Directors reserves the right to schedule games with other Regional ASA leagues in surrounding cities.

- E. Once the draft is completed, players are placed and the formation of teams has been established, there shall be NO REFUNDS.
- F. No team may exceed the maximum number of "non-resident" players allowed by the City of Murrieta.

Exception: Girls that have declared they are trying out for high school and make their high school team.

Section 6 – Draft

- A. The League Player Agent shall conduct the draft with the draft selection committee. The committee shall be comprised of the League Player Agent, the President and two (2) other board members selected by the League Player Agent.
- B. Prior to the start of the draft, each Divisional Vice-President shall review all players' skills with all of the coaches (i.e., pitchers, catchers, all stars). The Divisional VP and Divisional Coaches shall develop a list of girls that are considered known pitchers, catchers and skilled players (i.e., starting pitchers, catchers, short stops, etc.).
- C. The drafting order of the teams shall be determined by a drawing of numbers.
- D. If a team does not have a coach or if the coach is unavailable at the time of the draft, a league member who has attended that division's evaluation session, is not coaching in that division, and does not have a player in that division shall draft for that team until a coach is acquired.
- E. The first round of the draft shall begin with 1 and continue consecutively (1-2-3-4-5..., etc.). The order of the draft in the second round shall be the reverse of that used in the first round (...5-4-3-2-1). All subsequent odd numbered rounds shall be the same as the first round until the draft is completed.
- F. Players in the 8-U, 10-U, 12-U, 14-U, 16-U and 18-U divisions shall be drafted onto teams by an open draft format. Each coach shall select a player from all players evaluated during each round.
- G. Players in the T-Ball division shall be placed on teams by the League Player Agent according to neighborhoods. Special considerations affecting the placement of a player may be given to T-ball players (i.e., transportation, siblings, etc.).
- H. All coaches' daughters shall be placed into the draft in a special round that the Divisional VP and coaches have chosen. The specific placement shall correspond with the player's ability.

Exception: All coaches shall have the option of disallowing this rule wherein their child(ren) are placed into the open draft and may be drafted onto any team during any round. Notice of intent to do so must be submitted to the League Player Agent in writing at least forty-eight (48) hours prior to the draft.

- I. Coaches and/or MVGSA Board Members may not arrange before, during or after the draft to reserve any player(s) in order to obtain the services of the player's parents in any capacity or for any personal reasons. Absolutely no trading will be allowed.

- J. When a player is drafted who has a sister in the same division (sister draft) and for those siblings having opted to play together, the siblings shall be drafted to the same team after the next selected round by the coach (i.e., if one sister was drafted during the 4th round, the other sister would be drafted during the 6th round, so forth and so on). All sister drafts must be completed by round eleven (11) of the draft.
- K. When sisters have expressed their desire to play on separate teams within their respective division, the League Player Agent shall direct the draft so as to preclude the sisters from being drafted in the next round as outlined in "J" above.
- L. The League Player Agent shall conduct the draft in order to comply with any special considerations approved by the MVGSA Board of Directors affecting the placement of players onto teams.
- M. Priority will be given to Murrieta residents that are placed on a waiting list.
- N. All players who have registered but did not participate in an evaluation session shall be selected by a blind draw after all evaluated girls have been drafted, in keeping with the draft order.

Exception: If a known player (pitchers, catchers and skilled players only) has not attended an evaluation session, she will be selected in the round corresponding to her ability instead of being placed in the blind draw.

<h3>Section 7 – Waiting List</h3>
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- A. A waiting list shall be established in each division in the order in which the League Player Agent receives them.
- B. The League Player Agent shall confidentially maintain the waiting list and provide only the Executive Board with a copy. Confidentiality of the list must be observed in order to safeguard against unfair practices in reporting team shortages and recruiting. Coaches will not be considered to have any "need to know" regarding the details or status of the waiting list. A player's position on the waiting list may not be disclosed to anyone.
- C. Teams with an equal number of players shall participate in a team blind draw for players on the waiting list (i.e., if there are 4 teams with an equal number of players and there is one player on the waiting list, that player shall be placed on the team by the next draft order).
- D. Once players are assigned to a team from the waiting list, the registration fee collected shall be as follows:
 - 1. When greater than 75% of intramural games for teams remain to be played, the FULL fee will be required.
 - 2. When 75% or less, but greater than 50% of intramural games for teams remain to be played, 75% of the fee will be required.
 - 3. When 50% or less of intramural games for teams remain to be played, 50% of the fee will be required.

Section 8 – Team Roster Modification

- A. Any players remaining on the waiting list after teams have reached their maximum size shall be placed from the top of the list onto teams as vacancies become available. Priority shall be given to Murrieta residents in the event that the non-resident capacity has been reached. A vacancy to be filled exists under the following circumstances:
 - 1. When a team roster falls below the maximum allowable number of players.
 - 2. When a player is injured and will miss 25% or more consecutive scheduled games and the coach requests another player to replace the injured player.
 - 3. If after 75% of Intramural Games have been played and a team drops below 9 players, it shall be at the discretion of the Executive Board whether a player shall be added.
- B. Should the injured player recover and return to active playing status, the added player to the team roster shall remain as an active player of the team, even if such action results in a team exceeding the maximum allowable size.
- C. Any injured player who cannot return to active playing status during the regular season shall continue to be a member of that team roster and shall be eligible for all league activities and for such awards that may accrue to that team as a result of intramural play.
- D. Coaches shall report any shortages to the League Player Agent as soon as they occur. The League Player Agent shall contact any and all players leaving a team. The parent shall also be contacted as to ascertain the reason for leaving.
- E. Any player who “drops” from a team may not re-enter the league during that season.
- F. After the initial formation of teams, the coach is not required to play any new team player in any regular season game until said player has been on the roster for seven (7) days. Coaches unable to contact a new player must immediately notify the League Player Agent.
- G. In the event of a unique situation involving placement of a player that is not contained herein, the issue(s) shall be resolved by the MVGSA Executive Board.

Section 9 – Practices

- A. The team coach shall establish a practice schedule for their team.
- B. The team coach and a non-player ADULT FEMALE age eighteen (18) or older shall remain on the practice field or in the immediate vicinity until ALL PLAYERS have been picked up or left for home in the usual manner. An ADULT FEMALE age eighteen (18) or older that is a non-player or coach MUST be present at all practices and games and remain until all players have been picked up.
- C. Practices may not exceed two (2) hours in duration.
- D. Teams may not participate in more than three (3) field outings per week. An “outing” shall be defined as one (1) day, with the addition of one (1) optional batting cage practice per week.
- E. Players shall not be required to arrive at games more than one (1) hour before game time. NO PRACTICES AFTER GAMES.

Section 10 – Team Assisting Personnel

- A. Only after the formation of teams may coaches select their assisting personnel. This includes assistant coaches, team parent(s), scorekeepers, chaperones, etc.
- B. Coaches and assistant coaches must be a minimum of eighteen (18) years of age. All other team support personnel must be a minimum of fifteen (15) years of age by January 1 of the current year.
- C. Any support staff (including dugout parent) to be on the field at any time during practices and/or games must be registered and insured with MVGSA according to the requirements as set forth by the League Administrative Vice-President. In addition, the Amateur Softball Association (ASA) requires all support staff to have a criminal and/or motor vehicle background check performed. Any fees associated with registering the assistant coach and support staff shall be the responsibility of the person registering, including ASA Background Check.
- D. Coaches shall ensure that they have received, reviewed and understand the MVGSA League By-Laws and these Rules and Regulations. They shall also ensure that all team personnel are aware and understand their responsibilities and duties.
- E. A copy of each player's signed registration form must be in the coach's possession at all times. The registration form authorizes the coaches to obtain medical attention if a parent is unavailable.
- F. Every coach must have in their possession at all times a team roster, ID card and a permit to show they have rights to use the City parks.

Section 11 – Player Discipline

- A. Players shall not be physically disciplined or embarrassed at any time. If a player needs to be disciplined or corrected, be tolerant and fair. If further action needs to be taken, contact the player's parents and the League Player Agent for assistance.
- B. If a coach has a disciplinary problem with any player, every effort should be made to resolve the problem. Any disciplinary action must be in accordance with the MVGSA By-Laws and MVGSA Disciplinary Procedures.

Section 1 – General

The playing rules for intramural games shall be of the OFFICIAL RULES OF SOFTBALL (Fast Pitch) as published by the Amateur Softball Association (ASA), except as specifically modified by the rules as stated herein.

- A. The official diamond for each division shall have the distances as follows:

Division	Pitching	Baseline
T-Ball	30 feet	45 feet
8-U	30 feet	55 feet
10-U	35 feet	60 feet
12-U	40 feet	60 feet
14-U	40 feet	60 feet
16-U	40 feet	60 feet
18-U	40 feet	60 feet

- B. If illegal pitching distances or baseline distances are discovered during the game, the umpire shall allow the illegal distance to be corrected upon discovery. They must then be corrected to the legal distance(s), if possible.
- C. The home team shall be responsible for providing the official scorekeeper.
- D. Each team is required to report the final score and recorded pitcher's outs to the League Head Scorekeeper or designated league agent within twenty-four (24) hours of the official end time for each game. The first four (4) games will be a grace period for each team to report scores in a timely manner, but a written warning will be given within this four (4) game grace period if scores are not reported, and a Letter of Suspension will be issued within this four (4) game grace period following a written warning. After the grace period has ended, failure to comply shall result in a one (1) game suspension for the coach to be served during the next regularly scheduled, played game for that team. Repeated offenses shall be dealt with in accordance with the MVGSA Disciplinary Policy.
- E. The T-ball home team shall be responsible for supplying the batting tee and bases to be used during game play.
- F. All teams shall be responsible for picking up all trash after the game.

Section 2 – Equipment

- A. A full set of equipment will be distributed to each team coach after the formation of teams. All equipment remains the property of MVGSA and is to be returned to the League Equipment Manager at the close of the season. Equipment shall vary per division.
- B. Full coverage batting/running helmets with chin straps and face mask must be worn by the batter, base runner(s) and on-deck batter, including catchers warming up pitchers.
- C. Game balls provided by the league shall comply with current ASA certification requirements.

Section 3 – Uniforms

- A. The uniforms provided for each player shall be similar in color, style and trim. Each player must wear identification numbers.
- B. The league shall furnish a basic uniform.
 - 1. Each team may elect to play in baseball pants or shorts and sliding pants. This is optional with each team. The teams shall be responsible for optional clothing. No financial burden shall ever be imposed on any player or their family.
 - 2. Any other modifications and/or additions to league-furnished uniforms must be approved by the MVGSA Executive Board prior to modification and/or addition(s).
- C. A player must have their designated/issued uniform shirt on or available at all games. If not, it is to be recorded by the official scorekeeper and reported to the Divisional Vice-President.

Section 4 – Players and Substitutes

- A. Players shall be on the playing field no later than thirty (30) minutes prior to game time to enable the coach to conduct pre-game warm-ups and line-up card preparation.
- B. Line-up cards must be submitted to the umpire at the pre-game meeting. Line-up cards shall include only players present at game time (including player numbers) and the designated starting pitcher.
 - 1. Copies must be given to the opposing coach, official scorekeeper and umpire. This shall be the official batting order for the game.
 - 2. Every player must be listed in the scorebook and shall become a batter in the order in which their name appears in the scorebook. Once the batting order is established, it shall remain the same for the duration of the game.
 - 3. Any player NOT present at the playing field at least fifteen (15) minutes prior to game time may be ruled absent at the team coach's discretion.
 - a. Any player who is not present at the official start time may be placed at the end of the batting order. If the order has batted through completely and the first batter has hit twice, the player arriving late shall not be eligible to play in that game, unless it brings the line-up to nine (9) players.
- C. In all divisions, a courtesy runner shall be allowed for the catcher only. The courtesy runner is designated as the last recorded out and may only enter when there are two (2) outs.
- D. Should a player be removed from the game, an out shall be recorded each time the removed player's turn comes up in the batting order.

Exception: If the player is removed due to an injury, illness or emergency, an out shall be recorded for that batter for only the first time that batter's name is reached in the order, unless it causes the line-up to drop below nine (9) players (Shorthand Rule shall then apply).

- E. If a player is injured during the game, but reaches a base safely, the last recorded out shall be allowed to pinch run for the injured player and an out shall be recorded for the injured player's next at-bat. The injured player may not return to the game. The coach has the option of taking a one-time time-out at the time of the injury.
- F. Coaches shall report all pitching changes to the umpire.
 - 1. If not reported, this shall be considered an illegal substitution. Should the opposing coach protest the illegal substitution, the pitcher in question may no longer play in the pitching position for the duration of the game.
- H. The coach may bench a player for a game for reasons of their attitude, manner of dress, tardiness and/or any other unsportsmanlike conduct during practices and/or games. This must be reported to the League Player Agent.
- I. Minimum play requirements shall be observed as appropriate for each division.
 - 1. T-Ball and 8-U: Every player shall play the entire game offensively and defensively.
 - 2. 10-U, 12-U, 14-U, 16-U and 18-U: Every player shall play the entire game offensively and may not sit out two (2) consecutive innings defensively. Violations of this policy shall be justified in writing to the Divisional Vice-President and may be subject to discipline for repeated offenses.
- J. A team must start and finish with a minimum of eight (8) players, except in the event of an injury during the game, in which case the team may finish the game with seven (7) players. If a team falls below the required number of players, the game shall be declared a forfeit.

Section 5 – The Game

- A. The home team shall be designated by the established league schedule.
- B. Unless the league provides a designated scorekeeper, the home team shall be responsible for the official scorebook and shall furnish a scorekeeper who shall secure the signatures of the umpire.
- C. Scheduled game time is forfeit time.
- D. With the exception of tied games, a game shall consist of seven (7) innings. Tied games shall continue until the time limit is reached.
 - 1. In 8-U, 10-U, 12-U, 14-U, 16-U and 18-U Divisions, no new inning shall be started after 1 hour and 25 minutes has elapsed since the start of the game, regardless of the score.
- E. At the umpire's discretion, an official game may be delayed, called or canceled due to inclement weather, darkness and/or unsafe conditions.
 - 1. If such a game has completed at least one (1) hour of playing time and the home team is behind and has NOT completed their at-bat, the game shall revert to the prior inning and be considered the official score.
 - 2. If such a game has NOT completed one (1) hour of play, the game shall be rescheduled and replayed in its entirety, subject to field availability.

Due to the limited season length and shortage of fields, make-up games may be scheduled at the last minute, on Sundays, holiday weekends, early afternoon, late evenings or on

practice fields. Games that are in need of being made up are NOT guaranteed to be rescheduled if the league has non-availability for fields or due to season length.

Should games be canceled due to inclement weather, the Divisional Vice-President and League Operational Vice-President shall attempt to contact all coaches. Teams that are not contacted MUST show for their scheduled game or risk forfeit. The League Board of Directors shall not take responsibility for teams that are not informed of cancellations.

Section 6 – Pitching Regulations

- A. In 12-Under and 14-Under, a pitcher may not pitch more than twenty-four (24) outs during any two (2) consecutive games in which she has participated. In the 14-U, 16-U and 18-U Division, there are no pitching out limitations. In the event that any divisions are combined during any specific season, the lower division rules shall apply.
- B. If a pitcher has 1 or 2 outs of eligibility remaining and a double or triple play causes her to exceed her out limit, there shall be no penalty.
- C. It shall be the coach's responsibility to verify the number of outs recorded against their pitcher(s) in the official scorebook. It shall also be the responsibility of the coach to report the number of outs recorded against the pitcher(s) to the League Head Scorekeeper along with the score.
 - 1. Each team is required to report the final score and recorded pitcher's outs to the League Head Scorekeeper or designated league agent within twenty-four (24) hours of the official end time for each game. The first four (4) games will be a grace period for each team to report scores in a timely manner but a written warning will be given within this four (4) game grace period, and a Letter of Suspension will be issued if there is a written warning within the grace period. After the grace period has ended, failure to comply shall result in a one (1) game suspension for the coach to be served during the next regularly scheduled, played game for that team. Repeated violations shall result in discipline in accordance with the MVGSA Disciplinary Policy.
- D. In the event of a forfeit, the pitcher's outs for both teams (provided they were on the roster and ready to play) shall revert back to the previous game's numbers.
 - 1. The forfeiting team shall take the loss. Both teams shall report the score to the Head Scorekeeper within twenty-four (24) hours of the scheduled game time. The score shall be entered by both teams as 7-0. Pitching outs shall be entered as zero (0) for both teams.
- E. If a Coach knows in advance that he is unable to field a team that Coach must immediately contact the Umpire in Chief.
- F. If the game is called while the home team is at bat and after the winning run comes in, only the outs actually pitched shall be charged to the pitcher of record.

Any violations of this section shall be valid grounds for protest. Protest may be entered as soon as the violation is discovered, but must be entered before both teams and the umpire leave the playing field. The penalty, if a protest is upheld, is forfeiture of the game to the team causing the violation. Protest procedures may be found in Article II, Section 8.
- G. In the process of a pitching change, any pitcher may be returned to the pitching position one (1) time. If a coach returns the same player in the game to the pitching position more than once, this is an illegal substitution. Refer to Article II, Section 4-H-1 for pitcher sanction.

Section 7 – Conduct At The Playing Field

- A. Any player, coach, team assistant or parent who makes any unsportsmanlike remarks towards team members, fans or umpires shall be subject to ejection.
- B. Coaches and team assisting personnel may not use any tobacco products or drink alcoholic beverages during any practices or games.
- C. Scorekeepers shall not be interfered with during the game, unless they are asked for assistance by the umpire or coach.
- D. Any and all conduct issues are defined by the MVGSA Disciplinary Policy.

Section 8 – Protests

- A. Intent to protest must be declared to the plate umpire in accordance with ASA rules.
- B. A written protest must be submitted to the League Umpire-In-Chief within forty-eight (48) hours after the scheduled start time of the game being protested.
 - 1. Should the League Umpire-In-Chief not be available, the written protest may be given to the League President within the same forty-eight (48) hour time frame.
 - 2. If neither is available, the protest may be given to the League Administrative Vice-President within the same forty-eight (48) hour time frame.
 - 3. If all of the above are not available – contact the Divisional VP within the same forty-eight (48) hour time frame.
 - 4. No other board members may accept a written protest.
- C. All protests shall be recorded on a league protest form and contain all pertinent information surrounding or relating to the protest situation.
- D. Protests shall be accompanied by a forty dollar (\$40.00) protest fee, which is refundable if the protest is upheld.
- E. The League Umpire-In-Chief shall convene a Protest Committee consisting of the Divisional VP and 1 other Board Member to handle all protests. All Protest Committee decisions are final.

Section 9 – Tie-Breakers

- A. Divisional tie-breakers shall be determined by the following in the order that they appear:
 - 1. Runs Allowed
 - 2. Runs Scored
 - 3. Head to Head
 - 4. Coin Toss

Section 1 – Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 10-Under Division.
- B. All sections of Article II shall apply to the 10-Under Division, except the following:
 - 1. An 11" ball shall be supplied by the league.
 - 2. Playing field dimensions are reduced (Article II, Section A).
- C. Run limitations are in effect.
 - 1. No more than four (4) runs are allowed in one (1) inning, unless that team is behind, in which case the team behind may go ahead four (4) runs.
 - 2. If runners are on base and more than four (4) runs score before the play is completed, ALL RUNS SHALL COUNT.
 - 3. The pitcher of record shall be charged with any remaining outs in that inning.
- D. Pitchers are allowed to pitch a maximum of eighteen (18) outs in two consecutive games played.
- E. A courtesy runner is allowed for the catcher. The courtesy runner, assuming the base, shall be the player with the last recorded out and may only enter the game when there are two (2) outs.

Section 1 – Application of League Rules and Regulations

- A. All sections of Article I shall apply to the 8-Under Division.
- B. All sections of Article II shall apply to the 8-Under Division, except the following:
 - 1. A 10" ball shall be supplied by the league.
 - 2. Playing field dimensions are reduced (Article II, Section A).
- C. Run limitations shall be in effect.
 - 1. No more than four (4) runs are allowed in one (1) inning, unless that team is behind, in which case the team behind may go ahead four (4) runs.
 - 2. If runners are on base and more than four (4) runs score before the play is completed, ALL RUNS SHALL COUNT.
 - 3. The pitcher of record shall be charged with any remaining outs in that inning.
- D. There shall be NO stealing of home plate.
- E. There shall be only one (1) stolen base allowed per pitch. If the defensive team causes an overthrow to the base that the base runner is attempting to steal, that runner may not advance to the next base.
- F. A game in the 8-Under Division may not be more than six (6) innings. No new inning shall start after one (1) hour and twenty-five (25) minutes.

- G. Every player shall play offensively and defensively.
- H. No mercy rule shall apply to the 8-Under Division.
- I. No illegal pitches shall be called. Corrective warnings shall be issued.
- J. A courtesy runner is allowed for the catcher. The courtesy runner, assuming the base, shall be the player with the last recorded out and may only enter the game when there are two (2) outs.
- K. If a pitched ball hits the batter, the Coach shall come in and the batter will maintain the strike count. The Coach may not pitch anymore than three (3) pitches to the batter.
- L. During the season there shall be no walks issued to any batter
 - 1. When the batter reaches a count of four (4) balls, the coach of the team at bat, shall pitch to the batter, with at least one (1) foot on the rubber.
 - 2. The batter shall maintain the strike count in effect, before the coach entered the game to pitch.
 - 3. The umpire shall call a strike if the ball is in the strike zone.
 - 4. The batter may strike out, either looking or swinging.
 - 5. There shall be NO MORE than three (3) coach pitches, excluding foul tips, to any batter.

Section 2 – Defensive Positioning

- A. A maximum of six (6) players may be positioned in the infield. Remaining players shall be positioned in the outfield. Field position designations shall be as follows:
 - Infield
 - 1. Pitcher
 - 2. Catcher
 - 3. First Baseman
 - 4. Second Baseman
 - 5. Third Baseman
 - 6. Short Stop
 - Outfield
 - 7. Left Fielder
 - 8. Center Fielder
 - 9. Right Fielder
 - 10. Left Center Fielder (positioned between left & center field)
 - 11. Right Center Fielder (positioned between right & center field)
- B. All field position designations above, except the basic nine (1-9), are alternate positions and the coach may adjust the players' positions as required by the game situation and number of players available. The above positions are only suggestions and are not mandatory.
- C. No player may play the same position for more than two (2) complete innings per game.

Section 3 – Pitching and Batting

- A. Pitchers are allowed to pitch a maximum of six (6) outs per game.

- B. When the pitcher has possession of the ball within the eight (8) foot circle, the ball is dead and all play shall cease.
 - 1. If the pitcher fails to catch the ball while she is in the circle, she is considered to have possession if she made an attempt to catch it.
- C. A pitcher who has the ball outside the pitching circle is not considered to have possession to force stoppage of play. She must return to the pitching circle with the ball to stop the play.
- D. No illegal pitches will be called. Corrections shall be given.
- E. During the season there shall be no walks issued to any batter
 - 1. When the batter reaches a count of four (4) balls, the coach of the team at bat, shall pitch to the batter, with at least one (1) foot on the rubber.
 - 2. The batter shall maintain the strike count in effect, before the coach entered the game to pitch.
 - 3. The umpire shall call a strike if the ball is in the strike zone.
 - 4. The batter may strike out, either looking or swinging.
 - 5. There shall be NO MORE than three (3) coach pitches, excluding foul tips, to any batter.
- B. Should the coach be hit by a batted ball during coach pitch, a dead ball shall be called and the play will be repeated.
- F. The coach must remain in the circle until the batted ball leaves the infield, then he/she must make an attempt to leave the playing field. The coach must make every attempt to NOT interfere with the ball in play, at any time.
- G. Pitchers are allowed to pitch a maximum of six (6) outs per game.
- H. A defensive player shall be positioned I the pitcher's position, when the coach pitches the ball.
- I. When the pitcher has possession of the ball, within the eight (8) foot circle, the ball is dead and all play shall cease.
 - 1. If the pitcher fails to catch the ball, while she is in the circle, she is considered to have possession, if she made an attempt to catch it.
- J. A pitcher who has the ball outside the pitching circle is not considered to have possession, to force stoppage of play. She must return to the pitching circle, with the ball, to stop the play.
- K. No illegal pitches will be called. (Corrections shall be given.)

<h3>Section 4 – Base Running</h3>
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- A. Base runners may not leave their base until the ball leaves the pitcher's hand.
- B. Base runners may not steal home plate.
- C. When a play is being made on a runner, base runners may attempt to advance only one base on any overthrow with the chance of being put out.
- D. Balls that are overthrown into out-of-play territory are dead balls and the umpire shall award bases as appropriate.