

# SCGSA 8U LEAGUE INFO & RULES

## INFO:

Fees are \$900 per team

Each team will receive:

1. 12 games (one (1) umpire)
2. Team t-shirts and visors with team name
3. 1<sup>st</sup> – 3<sup>rd</sup> place team trophy plus individual trophies; remaining teams will receive participation medals
4. USSSA registration
5. USSSA secondary insurance

## RULES:

Play will be governed by the USSSA 10<sup>th</sup> Edition Rulebook as it applies to 8U teams, unless otherwise noted below:

1. Time limit is 75 minutes.
  - a. Complete the inning.
  - b. Allow home team to bat if the home team is behind but is within five (5) runs (per 5-run per inning rule).
2. Home team will provide one (1) new and one (1) good condition ball.
3. There will be a five (5)-run per inning maximum or three (3) outs, whichever occurs first.
4. Pitching distance is 30 feet.
5. Runners may steal one (1) base per pitch except home. Runners may not advance on an overthrow during a steal attempt.
6. Running to first base on a third strike dropped by the catcher will not be allowed; NO dropped third strike.
7. Every team member present must be included in the batting order the entire game; players arriving late are to be added to the end of the batting order.
8. Each player must play at least one-half inning on defense with free substitution permitted.
9. The infield fly rule is NOT in effect.
10. Player/Pitcher cannot be in front of Coach/Pitcher until the pitch is released.
11. Only 10 defensive players allowed on field -- six (6) infielders and four (4) outfielders.
12. Batters cannot be walked. If a batter receives four (4) pitched balls from an opposing pitcher called "ball" by the umpire, the batter's coach will pitch the remaining strikes to that batter. If the batter fails to put one of the coach-pitched balls in fair play, the batter is out. (Example: Batter receives four (4) pitches called "ball" by the umpire and one (1) strike. The coach will make his/her way from the dugout to pitch the remaining strikes, which in this example is two (2).)
  - a. If a ball pitched by the coach is fouled off on the third strike, the player will continue to receive pitches until the ball is put into fair play or the batter is called out on strikes.
13. Runners may advance one (1) base on an overthrow except during a steal attempt.
14. An 11-inch fastpitch optic yellow ball will be used for league play.
15. Batting helmets must be worn by the batter, on deck batter, and all base runners; helmets must include NOCSAE approved facemask and chin strap.
16. Bunting is allowed off player and coach pitcher.