

Advanced Instructional Division (8U) – UPDATED April 6, 2019

7 and 8 year olds

General

1. A minimum of 8 players per team will be needed to conduct a game. Teams will be allowed to borrow players from other teams within this division in order to fill playing vacancies, with the goal of reaching the optimum number of players (ten).
2. No new inning can start after 80 minutes or 6 complete innings, whichever comes first. Once an inning starts, both teams will be allowed to hit and complete the inning. A 3 inning game shall be considered a full game.
3. A TAG 11 inch softball will be used.
4. Free defensive substitutions are allowed.
5. If a player becomes injured and must leave the game an out will not be recorded for the player's turn at bat. The player may not return to the line-up once the player has missed her turn at bat, but may return as a defensive substitute.
6. No Stealing or Bunting
7. There will be umpires in this division. The umpire will clearly tell the batter when her sixth and last pitch is, so the player knows to swing. Umpires should help out the catcher when possible to keep the game moving.
8. The mercy rule applies when a team leads by 12 runs after 4 innings or 8 runs after 5 innings (the home team bats only if behind)

Hitting

1. A continuous batting order shall be used in all games.
2. Coach Pitch will be used for all batters. A hitting tee will not be used in this division.
3. Batters must wear proper head gear when at the plate, which includes a helmet with a face guard.
4. There will be a maximum of 6 pitches per batter. Balls and strikes will not be called. If the batter has not put the ball in play after 6 pitches the batter will be called out. If the batter gets three strikes before the 6th pitch, she is out. A batter can strike out swinging. Coaches are encouraged to pitch at a speed which is most beneficial to the individual girl batting in order for her to put the ball in play. Coaches are allowed to pitch from in front of the mound, but they should have both feet in the circle at the start of their pitch. They can step outside the circle with one foot during their pitch follow through. The ultimate goal here is to throw a hittable pitch and have the batter put the ball in play --- Use your good judgment.

5. Each half-inning will end by recording three outs.
6. The batter will be allowed a maximum of one base for a ball hit in the infield, and a maximum of two bases for a ball hit into the grass and unlimited base running for a ball hit past the cones in the outfield with the liability of being put out.
7. Base runners may advance a maximum of one base for a ball hit to the infield, a maximum of two bases for a ball hit into the grass and unlimited base running for a ball hit past the cones in the outfield with the liability of being put out. In regards to unlimited base running for ball past the cones, once an infielder or pitcher has control of the ball in the infield, then the runner cannot cross another base to advance (ex – If the shortstop gets control of the ball just after the runner has already crossed 3b, that runner can still score and advance home. If the SS gets control just before the runner hits 3b, that girl must stay at 3b) The Umpire should take charge in this situation. Please discuss this house rule with Umpires before the game and ensure they are aware.
8. A maximum of 4 runs can be scored in an inning, except for the last inning where runs scored are unlimited. The umpire can declare "last inning" when there are 10 minutes or less left in the time limit.
9. Any batted ball touching the adult pitcher will constitute play being halted and no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must immediately attempt to get out of the way of defensive players once the ball has been pitched, and cannot impede a player from making a catch or throw.

Fielding

1. A maximum of ten defensive players will be used, consisting of a pitcher, a catcher, four infielders and four outfielders.
2. Outfielders must remain in the outfield grass, and may not play in the infield area.
3. No player shall sit on the bench for more than two consecutive innings.
4. A defensive player will occupy the pitcher's position on either side of the adult pitcher. The defensive player may not be positioned in front of the pitching rubber. The defensive player must have both feet within the circle and can go anywhere on the field once the ball is put into play. Adult pitchers will make every effort to duck and get out of the pitcher's way or any other player's way while in the field of play.
5. Catchers must wear required protective gear, consisting of shin guards, a chest protector and catcher's helmet.
6. Managers are encouraged to give infield and outfield opportunities to all players.
7. Managers are allowed to reposition players during an inning. This may be necessary in cases where a less experienced player is in the infield, and a more experienced batter comes to the plate.

8. Two coaches are allowed to be on the field to provide instruction when his/her team is on defense. The coach must position him/herself behind the infielders. The coach should not be directly behind 2nd base.
9. If a coach that is on the field with the defensive team is struck by a batted ball, the batter and all base runners will be awarded (2) bases.
10. For obvious reasons, there will be no infield fly rule in this division.
11. There will be no tag up and advance on a pop fly caught by an infielder. A fly ball must be caught in the outfield grass in order for a runner to tag up and advance
12. The pitcher is required to wear a face guard
13. Pitching distance will be 30 ft for this division (front of circle). Base distance will be 50 ft.