

U8 Division Tournament Guidelines

General Information and Responsibilities:

1. Brackets and maps will be on the website. MBSC will provide game balls and umpires. Home team will be determined by a coin flip and will have the official scorebook.
2. Individual trophies will be awarded for first and second place.

Eligibility:

1. Only players on your regular season roster are eligible for tournament play. All players must be 8 or under as of January 1st of the current year.

Rules:

1. The latest edition of National Federation of State High School Associations Softball rules book.
2. MHSAA determined the run ahead rule to be 15 runs ahead after 3 innings and 10 runs ahead after 5 innings.

Exceptions:

1. Time limit is 1 hour and 30 minutes or 7 innings. An inning may not start after 1 hour and 30 minutes of play.
2. A team may score a maximum of 6 runs per inning for the first 3 innings. All subsequent innings are unlimited.
3. Every player must play at least 2 defensive innings per game.
4. A team must have a minimum of 8 players to start and end the game.
5. A team must bat all of their players that are present in each game. Late players must be added at the end of the batting order.
6. Ten players play on defense (4 outfielders). Outfielders must be at least 15 feet beyond the base paths.
7. No infield fly, bunting, leading off or stealing. Runners may only advance on a ball put into play by the batter.
8. An over throw at first base will be designated as a dead ball.

Reminders

1. A batter who deliberately throws her bat will be called out. If a bat is thrown unintentionally, the batter will be warned on the first infraction and called out on the second infraction and all subsequent at bats (plays defense only).
2. If an injured player misses their spot in the batting order, they are out of the game. The injury must occur on the field and the opposing coach and umpire must be notified immediately prior to the beginning of the team's offensive half of the inning. The player's spot in the batting order will be skipped and will not result in an automatic out.
3. When lightning or thunder is present play must be suspended for 30 minutes. Thirty minutes must lapse without lightning or thunder before play can resume.
4. No metal spikes. Jewelry determined dangerous by the umpire must be removed.
5. The runner must attempt to avoid a collision with the defensive player.
6. Tie-breaker procedure will be last scheduled batter in the inning becomes a base runner at second base after the 7th inning or if time has expired.
7. Umpire and coaches of both teams will have a pre-game conference.

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Pitching

1. The coach shall pitch to their own players from 35 feet. The pitch shall be a **no arc pitch**. Coaches shall wear shoes (no flip-flops or sandals).
2. The batter will have a maximum of seven (7) pitches.
 - Strikes will be called.
 - Balls will not be called. There are no walks.
 - If the batter hasn't hit a fair ball after seven (7) pitches they are out.
 - If a batter takes three (3) swings and does not hit a foul or fair ball on the third swing they are out.
3. The defensive pitcher shall remain within the pitching circle until the ball is put into play.

Base running

1. When the ball is hit in the outfield, the runner may advance until the ball is in the possession of an infielder within the boundaries of the infield and, in the umpires' judgment, all play on the runner(s) has ceased, the umpire shall call time. The ball is dead and shall be returned to the pitching coach. The infield is defined as the area enclosed within the base paths.