Cary-Grove Youth Baseball & Softball
Tournament of Stars 8U Softball Rules

Game Format:

- Base Length: 60 feet
- Pitching Rubber: 30 feet
- Ball: 11" safe-t-soft softball
- Pool and Bracket Play Length
    - 6 innings or 1:30 time limit, no new inning after 1:30, finish the inning
- Championship Game Length
    - 6 innings
- Pool play can end in a tie
- Bracket play cannot end in a tie and will use international tie breaker rule
- Games tied after 6 innings will use the international tie breaker and both teams have an opportunity to bat
    - International Tie Breaker: runner starts on 2nd base with one out. Runner is last completed plate appearance from previous inning. If after one inning the game is still tied, another inning is played until there is a winner.
- Official Game (weather): 3 innings (2 ½ if home team leads)
- 5 run limit per inning except the 6th inning and any subsequent inning. Must reach 6th inning for an unlimited run inning
- Large Lead Rule
    - 12 runs after 3 innings (2 ½ if home team leads)
    - 10 runs after 4 innings (3 ½ if home team leads)
    - 8 runs after 5 innings (4 ½ if home team leads)
- A maximum of 10 defensive players in the field, with 4 outfielders. Teams need a minimum of 7 to play. If 7 players are not available by the start of the game, the team will forfeit the game.
- Home team determined by coin flip in pool play, higher seed in bracket play
    - Pool play will start with a coin flip with coach from team that travels the farthest making the call
- Game clock starts when first pitch is thrown. Umpire to call out official game start time.
- NO Look Back Rule, NO drop third strike, NO infield fly rule, NO walks, NO bunts
- No Player may play the same defensive position more than 3 innings per game

Safety/Sportsmanship:

- Facemask required for all players
- Batting helmet must have a full facemask
- Proper catcher's equipment required
- No metal cleats
- On-deck hitters shall be at batter's back
- Umpires have the final decision on calls. NO protests.
- Only head coaches are allowed to approach umpire to discuss calls, which should occur between innings whenever possible
- 2 defensive coaches are allowed in the field but must remain behind the outfielders in fair or foul territory
- Team chanting and comments should be directed to players on their own team and must be positive. NO chanting during the opposing team pitcher's windup.
- Runners must slide to avoid contact, otherwise they will be called out.

Batting/Base Running:

- Continuous batting order – all players bat
- Late players added to the bottom of the order
- Players leaving early will be skipped without being an out
- Courtesy runner for catcher with 2 outs (last batted out)
- When ball is hit within infield: runners advance 1 base only, batter awarded a single
- When ball is hit to outfield (whether or not it is due to a fielding error): play stops when ball enters the infield and pitcher has possession, runners advance to base they are going to
- No extra bases on overthrows or passed balls
- In all situations where base runners have advanced too many bases, they shall be sent back without liability of being put out after time has been called
- Base runners cannot advance after a fly ball is caught; no tagging up
- A base runner hit by a batted ball in fair territory is out and the play is considered dead unless the batted ball has passed an infielder other than the pitcher. Remaining base runners may advance to the base they were pursuing.
- Stealing allowed during girl pitch innings, only after the ball crosses the plate; 1 base per pitch, no stealing home. No stealing during any coach pitching.

Fielding:

- Infield and outfield warmups will not be allowed on the field after the 1st inning
- Infielders must be positioned behind the back of the pitcher's circle
- An outfielder cannot receive a throw at a base to complete a force out
- An outfielder cannot field a batted ball and step on second for a force out
- Outfielders must throw the ball to an infielder to complete the force play
- Outfielders must remain behind the white line drawn in outfield until the ball is put in play
    - Games played at ARS 1 will use the outfield grass as the barrier as opposed to a white line
    - Games played at Foxmoor Park and ARS 2 will have a white line added

Pitching:

- Pitchers shall be limited to 2 innings per game, free substitution. One pitch per inning constitutes a full inning pitched.
- Innings 1, 3, 5 will be coach pitch
    - Each batter receives up to 3 pitches. The at bat ends if no contact on last coach pitch. If last coach pitch is a foul ball, another pitch will be granted until no contact or a ball in play occurs.
- Innings 2, 4, 6 will be girl pitch
    - Warm-ups for girl pitch: 5 pitches before 1st inning pitched, 3 pitches each inning after
- No hit-by-pitch awarded (pitch ruled a ball, at bat continues)
- No walks: after 4 balls, batter keeps strike count and coach pitches (max 3 pitches) to finish the count
    - If batter has 2 strikes when coach pitches a ball within the strike zone, umpire can call 3rd strike and batter is out even though they did not swing
- Coach Pitcher must start on mound, may take a natural step forward, staying within the pitcher's circle
- If batted ball hits the coach pitcher, it is a live ball
- No illegal pitches will be called
- During coach pitch, player pitcher will position to the right or left of the coach depending on batter, with one foot in circle and one foot out of circle, standing even with or behind the pitching rubber