

**CENTRAL COAST GIRL'S SOFTBALL LEAGUE  
SUPPLEMENTAL RULES  
PRE-ROOKIES (8 – under)**

The purpose of this league is to instruct girls 8 years old and under in the sport of softball within the context of sportsmanship and team experience. Coaches and managers are urged to let each player experience play at each position as often as possible throughout the season.

**1. USE OF PLAYERS**

- A. Each team should field a minimum of 9 and a maximum of 13 players on the field at a time. This includes all normal infield positions, plus a rover (Buck short), catcher, and a player fielding pitcher's position. If fewer than 8 players are present, that team may borrow a player from the other team.
- B. Each player present at the game must play at least one inning in the **infield**.
- C. Catcher must wear chest protector, shin guards and mask and should stand a safe distance away from the batter. A coach or parent should back up the catcher to expedite the game.

**2. BATTING**

- A. Each batter is entitled to five (5) pitches from the Coach pitcher. If the batter fails to hit, the ball will be placed on a batting tee for one (1) swing. If the batter cannot hit a fair ball from the tee, they will be declared out.
- B. Each batter will bat one time per inning.

EXCEPTION: In the last inning 3 outs will end the inning prior to each child having a turn at bat. If every batter has hit twice the inning is over.

**3. LENGTH OF GAME**

- A. A game is over when four (4) full innings have been played or after 1 hour of play (whichever comes first). At the end of the time limit, the last batter at the plate may finish their turn at bat.

**4. EQUIPMENT**

- A. 11" safety type balls must be used for all practices and games.
- B. Batting helmets must be worn while at bat, on deck, and on base
- C. Catchers must wear mask, shin guards, chest protector, and protective head gear while behind the plate.

**5. PLAYING RULES**

- A. No stealing of bases is allowed on pitched balls, return throws from catcher, or when an infielder has possession of the ball.
- B. Players may tag up on fly balls but may advance only one base.
- C. Runners may advance one base only on an overthrow, even if there are subsequent overthrows on the same play. However if the runner is more than half way to the next base before the ball is thrown, they may advance to the following base on the overthrow.
- D. Runners must stay on base until the ball crosses the plate.
- E. No infield fly rule will be enforced.

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- F. Double Bases: When using double bases at first, the following rules should be enforced.
1. A batted ball hitting the white portion of the base is declared fair and a batted ball hitting the orange portion of the base is declared foul.
  2. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the orange. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the runner may touch the white portion.
  3. The batter-runner must use the orange portion on the first attempt at first base; however, should she reach and go beyond first base, she may return to the white portion.
  4. Should the batter-runner round the base on a hit, she must return to the white portion.
  5. When tagging up on a fly ball, the white portion must be used.
  6. On an attempted pick-off, the runner must return to the white portion of the base.

**6. GENERAL**

- A. Managers and coaches are instructed to stress “instruction and enjoyment” rather than competition. “Everyone Wins.”
- B. During the game, the team manager may determine who is allowed in their dugout and field area. Managers and coaches are allowed on the playing field during the game.
- C. No score book or league standings will be kept.
- D. Coach pitcher will also act as field umpire.

**7. PRE-ROOKIE TOURNAMENT**

- A. At the end of the season each city may send one team to play-offs to participate in a round robin tournament for Pre-Rookies. Cities are encouraged to send last year players and or players with experience. A four inning game will be played and 3 outs and or 5 runs will end a half inning.
- B. Playing Rules
  - a. Score is kept
  - b. Each team shall provide a scorekeeper
  - c. 3 outs or 5 runs ends a half inning (there is no unlimited run inning).
  - d. 5 pitches per batter (foul ball is out on the 5th pitch)
  - e. No use of tee permitted
  - f. The final inning is played to completion if time limit is met
  - g. Umpires officiate the game
  - h. Managers and coaches are not allowed on the field on defense
  - i. 3 coaches on the field on offense (pitcher, 1<sup>st</sup> base and 3<sup>rd</sup> base coaches)
  - j. All other CCS Supplemental rules apply