



Crazy 8's FCLL/SNVLL/SVLL Interlock Rules

Games will be played by players who are league age 7 and 8 in accordance with the 2008 Softball Little League Official Regulations and Playing Rules (Minor League) book except as noted below:

1. The Ball

An official Little League 10 inch safety ball.

2. Pitching

- Girls will pitch all games, with the pitching machine as a backup.
- A Pitcher will be allowed to throw four pitches to each batter. If the batter is not retired after 4 pitches, then the pitching machine will be used with no change to the strike count (i.e. A pitcher delivers 4 pitches, one is a strike, the batter then has 2 more strikes from the pitching machine to put the ball in play or they will be called out).
- When the pitching machine is in play, the pitcher must stand near and just outside the pitching circle.
- The pitching rubber will be 30 feet from home plate.

Recommendation: The pitching machine should be placed behind the pitcher at a safe distance, somewhere between 35 and 40 feet, with a coach or parent next to the machine. This will ensure faster play as the pitching machine will not have to be placed and recalibrated upon the pitcher using their 4 pitches.

Pitching Machine Guidelines: If possible, the settings to be used for all games are as follows: Arm #4; Release #2-3; Power #3-5.

3. Batting

- Balls and strikes will be called, although there will be no base on balls. The batter may strike out by swinging and missing three hittable pitches or fouling off two and missing a third hittable pitch.
- Walking is not allowed.
- You can not get out on a foul ball unless caught in the air by the other team.
- Bunting is not allowed.
- Batters must make every effort to get out of the way of the ball. If a batter is hit by a pitch after making every effort to get out of the way, they will advance to first base.
- Each side will bat their full roster.

4. Retire the side

The side is retired when three offensive players are legally put out, or when 4 runs have scored in the half inning.

5. Runners

- There is no Stealing. The runner cannot advance until the ball passes over the plate and then only if the ball is hit.

6. Overthrows

- Any throw more than 5 feet away from the intended baseman is an overthrow.
- Once the ball is in play, no more than one overthrow will be recognized.
- Only one base shall be allowed on an overthrow of any base.
- Runners may advance one base if the overthrow moves the ball outside the field boundary.
- All overthrows intended for the Pitcher, while the Pitcher is standing in the pitcher's circle, are dead balls and not overthrows.

7. Dead ball

- If the batted ball strikes the pitching machine or the adult guarding the pitching machine, the ball is considered dead and the pitch is replayed.
- If a thrown ball hits the pitching machine or the adult guarding the pitching machine, the ball is called dead and is treated as if the ball had reached the pitching circle.

8. Time Limit

Game time is 1hour 30minutes from the scheduled start of the game OR 6 innings – whichever comes first. No new complete inning after 1hour 15minutes.

9. Score

Official score keeping shall occur at this level. There is no 10 run rule.

10. Umpires

The home team will provide the Plate umpire who should stand behind the plate with adequate safety gear. Umpires will call balls and strikes on pitches delivered from both pitchers and pitching machines.

11. Playing Time

- The defensive team shall field a maximum of 10 players, one of which shall play catcher, pitcher, 1st base, 2nd base, 3rd base, and shortstop. There should be 4 outfielders. All outfielders will be at the same depth – NO rover position.
- NO player shall “sit out” more than two innings unless for disciplinary action or injury. Players must be rotated to all positions on the field. *NO player shall play any one position for more than two innings in a game and all players shall rotate into the infield.*

12. Field

- No on deck batting.
- One coach is allowed in the outfield during defensive innings.
- One coach is allowed at home plate for instructional purposes.
- One adult or coach is allowed near the pitching machine.
- Adult base coaches are required at 1st and 3rd.

13. In field fly rule

There is no infield fly rule in effect at this age level.

14. Meet Prior to Game

Managers should ALWAYS meet together with the umpires prior to commencement of each game to review any rule issues and clarify boundaries.

