

8u Girls Softball Rules

1. Games consist of 6 innings or closest to 1:40 min (Finish Inning).
2. One umpire, \$35.00 fee per team due at field.
3. Bases are 60'.
4. 11" (Hard) softball.
5. Mound is 30' (To back of Home Plate), Pitcher must wear face mask.
6. Pitcher throws up to 6 pitches, if 4 straight balls are thrown coach pitches (Strikeouts are live and count as an OUT).
7. If Kid pitcher is unsuccessful, count (REMAINS) and batter gets 4 pitches from Coach to finish count or to put ball in play (NO WALKS).
8. Coaches must pitch from the pitching rubber just like the kids do. In addition, the kid who was replaced as the pitcher must field next to the coach, they may not wander as a 5th infielder somewhere else.
9. If Kid pitcher hits batter on a fly, coach takes over and finishes count. Batter must make attempt to move to avoid being hit, otherwise no base.
10. Kid pitchers who hit more than 3 girls need to be removed from the inning.
11. One half inning is once through universal batting order or 3 outs or 5 runs. Last full inning for both teams are 3 outs only. Run rule 12 after 3, 10 after 4 and 8 after 5 innings.
12. No Bunting.
13. No stealing, no leading of any kind or tagging up.
14. Batted ball hits baserunner, dead ball, runner out, other runners get the next closest base
15. No dropped 3rd strike.
16. No Infield fly rule.
17. One base awarded on an overthrow to 1st base only.
18. Baserunners should only advance if earned after 2nd base (live ball until returned to infield and TIME is called).
19. Batting team coach behind pitcher, defensive coach behind plate. (Limit the up and down from the catchers and for efficiency throwback to coach to coach, let the kids throw- back to each other if pitch is fielded clean by catcher).
20. If ball hits coach pitching, it's a dead ball batter gets rewarded 1st base, and all other runners advance one base only if it's a force. IF no force they remain on the base they were at when ball hits the coach.
21. Baserunning- To score from third team must earn it. (Example runner on 2nd and ball hit to third base, third baseman throws to 1st the first baseman misses the ball the runner at 2nd can go to third but must remain at third they can't score on the overthrow. The girl who hit the ball may advance to second on the overthrow but again the runner at third may not).
22. For a team to stop runners from running, the ball must be in the infield and infielder must call TIME. If the ball is hit to the outfield and the outfielder is just holding the ball, then the kids may continue to run but once the ball is back in the infield and time is called kids must stop running. UMPIRES must acknowledge TIME OUT.

