

8U Softball Rules

- A complete game will consist of five (5) innings or two hours, whichever ever comes first. No new innings will begin 120 minutes after first pitch.
- Field is reserved for practice as follows:
Visitors – take the field first up to 15 minutes before game time
Home Team – take field final 15 minutes before game time
- An 11-inch ball will be used for all games with a pitching machine located 30 feet from home plate. Each team will pitch their own bucket of balls.
- All players will play every inning in the field. All players will be listed in line up and bat in order. After the offense scores four (4) runs in an inning, or the defense completes 3 outs, teams will switch sides.
- Each batter is allowed six (6) total pitches. No umpiring of balls and strikes. No hit batsman. Parent at pitching machine will count total pitches and give a warning to the batter on the last pitch. The batter is out after six pitches. An at-bat will continue on a foul ball on the last pitch.
- Base runners are prohibited from taking leads off bases or from stealing bases.
- No infield fly rule. No intentional bunting.
- Batted balls that do NOT leave the infield – each base runner may advance one base.
- No advancing on a passed ball or overthrows.
- Batted balls that leave the infield (ex., outfield grass) – base runners may continue to advance until the defensive team returns the ball to a defensive infielder. Base runners are limited to the base they are approaching, and may be returned to the previous base, if less than halfway to the next base. The defense is allowed to make plays against base runners until the play is “dead”.
- Each fielding team should supply a coach or adult volunteer to back up and help advise the catcher. Two (2) defensive coaches are allowed in the outfield.
- Base coaches will act as umpires. The 1st base coach is responsible for safe/out calls at 1st and 2nd base; the 3rd base coach is responsible for safe/out calls at 3rd base and home plate.
- Pitchers helper must remain behind the pitching machine until ball makes contact with the bat and must wear a helmet.
- Rainouts: A decision will be made at 4:30. Home coach should communicate with opponent coach. Lightning: When lightning is seen or thunder is heard, the playing field is to be cleared immediately. Players should wait in vehicles for 20 minutes to determine if the storm is going to pass. Play cannot continue until 20 minutes has passed.