

8U FALL Softball

LEAGUE RULES 2025

- Coaches determine rain-outs by mutual agreement at game time on the field.
- Opposing teams and Coaches will shake hands with each other and the Umpire after the game.
- Players must wear the uniform provided and as directed by the League.
- We will be using an injury reducing 11” Softie Ball.
- There is interleague play with Centennial, White Bear Lake, Forest Lake, Mounds View, North Branch, Roseville, Soderville, Coon Rapids, Chisago Lakes & Mahtomedi Fastpitch League.

General Game Rules:

- Games will be Coach pitch with pitching at 30- 35 feet from home plate.
- Games will consist of 6 innings or 90 minutes. **No new inning to start after 75 min.** Games can end in a tie.
- Batters, base runners, and on deck batters must wear helmets at all times. Catchers must wear full gear (helmets w/mask, chest protector, and shin pads).
- An inning consists of 3 outs or when 5 runs have scored; whichever is first. When a Player is out, she must return to the bench.
- Games will be played with 10 Players on the field (4 outfield) but can play with as low as 7 Players.
- One Umpire will be provided for each game. Home team is responsible for an Emergency Umpire if needed.

Fielding Rules:

- **Players can only play each position a maximum of 2 innings per game, and they must play at least one inning in both the infield and outfield.**
- The Coach is not allowed to field a ball.
- The Coach pitching the ball must make every effort to get out of the way of a live ball hit near them.
- The infield fly rule doesn't apply, unless the fielder drops ball on purpose.
- **ONLY 6 infielders allowed! The other 4 players must be in outfield positions. Outfielders should not be covering bases unless they are backing up a play being made in the infield.** This will be called at umpire's discretion.

Hitting Rules:

- Players bat in a continuous order, if a Player comes late, they are to be placed at the end of the batting order. No one will hit twice until everyone has hit once
- Only batter and batter on deck should be swinging bats.
- Squaring up and bunting is not allowed.
- Throwing of the bat results in a warning for the first offense and the next time the Player will be called out. A bat is deemed thrown when the bat hits another Player or if it flies eight feet or more.
- There are NO walks. The Player can either strike out swinging or hit the ball into play. A maximum of 6 pitches will be pitched to each player. If 6 pitches have been pitched, and the batter has not put the ball into play, the batter is considered out.

- **6-Pitch Rule:**

A batter will receive a maximum of 6 pitches unless the last pitch is a foul ball. You can get an unlimited amount of foul balls on the last pitch. If the batter has not hit the ball by the 6th pitch and it is not a foul ball, then the batter is considered out.

Base Running Rules:

- No stealing is allowed. Runner is to remain on base until ball and bat make contact (**NO LEADING OFF**)
- Collision avoidance is MANDATORY! Sliding is recommended **but not required**. An Umpire may call a girl out if she could have avoided a collision
- When the ball is in the infield (dirt), Coaches MUST stop base runners from continuing to advance anymore bases. There does not need to be control of the ball. As long as it is in the infield, the runner is not allowed to advance another base.
- The Players can run the bases until the ball is in the infield (dirt).
- Overthrows: **no base advancement on overthrows.**

- **Advancement of Bases**

Only one base is to be taken on an infield hit. A player may advance to the next base if the ball is hit to the **outfield (grass)**. A runner may continue to advance the bases until the ball reaches the **infield (dirt)**. A player can throw it to the infield, or run it in. If a runner was already advancing to the next base *before* the ball gets to the infield, but has not yet reached the base, they can continue to advance to the next base they were approaching. The play is still live and an out can still be attempted. If a player attempts to advance *after* the ball reaches the infield, the umpire will ask the player to return to the previous base after they reach the extra base. The ball is still live and if a player is thrown out while attempting to reach the unearned base the player will be out. If the player makes it to the base that they were not supposed to advance on, then the umpire will have them go back to the base after Time has been called.

*****Absolutely ZERO Umpire harassment will be tolerated. You can respectfully discuss a rule with an umpire, but there should be zero conversations on “judgement calls” *****

*****Always be respectful of the Umpires’ decision, and remember it is 8U Fall Ball... not the Big 10 Championship! *****