

Umpqua Valley Babe Ruth Softball League 2026

8U Softball Local and Common Rules

All games are 6 innings with no new inning after 1 hour and 30 minutes.

Gear

- Face masks required for pitchers, 1st base and 3rd base.
- Batting helmet with attached face mask.

Bat rule

- All must be marked as "Official Softball bat" or "Official Fastpitch Bat"
- If any bat cannot be clearly identified for its make and model to determine the bat composition, then the bat should be removed from the game.

Hitting

- Ten run mercy rule in effect after 4 innings, 6 run limit per inning. Game start time should be recorded in home book at first base.
- Coaches will underhand pitch to their respective teams from a distance of 35 ft. When the ball is put in play, the coach pitching the ball shall make every reasonable attempt to not obstruct the defensive players from making a play.
- Each team will bat the entire roster. Strikeouts do count towards defensive outs. If a team bats through the entire line up and has not scored 6 runs and there have been less than defensive outs, the lineup will roll over and the offensive team will continue to hit until scoring 6 runs or the 3rd out is made.
- At bat is 7 pitches or 3 swinging strikes. No walks. Foul ball with two strikes keeps the at-bat alive regardless of the number of pitches during the at-bat. If the player is thrown the maximum number of pitches and the ball is not put in play, the at-bat shall count as a strikeout.
- If the ball hits the pitching coach, the batter advances to first base and runners advance one base only if forced.
- No bunting, If a bunt attempt is made, the pitch shall automatically be called a strike.

Base Running

- Slide rule is in effect. Any contact between runner and defensive player is subject to be called out at the umpire's discretion.
- If a runner at any base, to include home plate, intentionally and maliciously runs into a defensive player in the area, the runner will be called out and ejected from the game, umpire discretion.
- No stealing. Runners can advance one base on pitches that get past the catcher. No overthrow advancement on catcher to pitcher throws.

Runs

- 10 run mercy rule after 4 innings. Game can only be called after home team bats.

Defense

- Defensive rotations will have 4 infielders and 4 outfielders, plus a pitcher and a catcher. No infield shifts and no dual pitchers. One coach allowed on the field for defense.
- No infield fly rule.

General

- All players are required to play 2 innings per game (6 defensive outs) unless there is an injury or disciplinary action during a game/practice. Remember, this is a development league and all coaches should strive for equal playing time for all players.
- Coach/Player/Fan that is ejected from the game must leave the park immediately. If the individual that is ejected refuses to leave the park, their team forfeits the game. The coach or player that was ejected will be suspended for their next game. Ejection is at the discretion of the umpire. The manager of the team has 24hrs to appeal an ejection to the league representative and rules committee.
- Umpires will not be provided for games. The offensive coach who is pitching will be responsible for making calls on the field (balls, strikes, outs, etc)