

2023 S.T.A.L. - FALL SOFTBALL LEAGUE

8u Rules

PITCHER'S CIRCLE: Center of the circle will be **35 Feet** from the point of home plate.

BASE DISTANCE: 60 Feet with a half-way mark between first & second, second & third, and third & home.

NUMBER OF PLAYERS:

Max: 10

To Start: 9

Min: 8

If both teams agree, you can play 11 players in the field (5 outfielders) for the regular season games. Tournament will be 10 players maximum in the field.

***If a team is playing with less than 10 players, that team must take an out for the missing player(s).**

GAME LENGTH: 6 innings

TIME LIMIT: At the hour mark finish the inning and proceed to the unlimited inning.

RUN LIMIT:

-5 runs per inning

-Last inning – runs will be unlimited

MERCY RULE:

-15 run differential after 4 innings

- Team losing by 15 must get their unlimited inning.

BATTING ORDER: Continuous – everyone bats

BATTER: Shall get 5 pitches to hit the ball into fair territory. If 5th pitch is hit foul, the batter will get another pitch. There are no walks or strikeouts. (Batters can swing at all 5 pitches)

STEALING/LEAD OFFS: No – Runners may leave their base only after the pitched ball is hit or when the batter swings at the pitched ball.

-If the runner leads off the base when the batter did not swing or before the ball is hit: Penalty: "No Pitch" is declared and the runner is called out.

INFIELD HIT:

-If a ball is hit in the infield and touched by an infielder/outfielder, prior to passing the baseline, the batter/runner can only attempt to advance to first base.

UMPIRE JUDGEMENT. No additional advancement is permitted, even on an overthrow.

-All other base runners may advance no more than ONE base from the time of the pitch, with liability of being put out.

OUTFIELD HIT:

-A ball that is beyond the base lines and not touched by an infielder/outfielder prior to the base line, is considered an outfield hit. UMPIRE JUDGEMENT.

-All runners can attempt to advance to any base with liability of being put out, until the ball is declared dead.

-If the ball goes out of play, then the play will be ruled dead. All runners will be awarded bases based on their position related to the halfway marks.

PLAYER-PITCHER:

-Must have one foot inside of the pitcher's circle until the ball is hit. **A FIELDING MASK IS MANDATORY FOR THE PLAYER-PITCHER.**

PLAYER-PITCHER/DEAD BALL:

On an outfield hit only:

- It is a dead ball once the player-pitcher has control of the ball with one foot inside the pitcher's circle and stays within the circle.
- If the Player-Pitcher gets the ball and runs completely through the circle attempting to get a runner out, the play is still live. (UMPIRE JUDGEMENT)
- Once the ball is declared dead, the runners will advance based on the halfway mark. (UMPIRE JUDGEMENT)

COACH-PITCHER:

- Shall pitch underhand.
- May instruct the batter between pitches, but they cannot tell the batter when to swing. Warning will be given after first violation, then removal as the coach-pitcher on the second violation.
- Shall only accept the ball when it is dead (from the catcher after a pitch that was not hit fair or from the pitcher after all other play has stopped.)
- If a coach-pitcher intentionally interferes with a batted ball, it will be called a dead ball, the batter will be called out and all other runners must return to the base they occupied prior to the pitch. The coach-pitcher must get **completely** out of the way of any play being made.
- If unintentionally, the ball is dead, the batter shall be awarded first base. All other runners advance if forced.

OUTFIELD COACHES:

-Must be **BEHIND** the outfielders and they are not to touch any of the players during a live play.

OUTFIELDERS:

-Must be at least 10 feet behind baselines **until the ball is hit.** Once the ball is hit, the outfielders can come into the infield.

BAT THROWING:

-Batter will get one warning. After warning the batter may be called out if problem persists – UMPIRE JUDGEMENT.

BUNTING: No

DROP 3RD STRIKE: No

INFIELD FLY RULE: No

CONTINUOUS WALK: No