



2025 GIRLS 8U Peninsula League FASTPITCH SOFTBALL PLAYING RULES

I. THE PLAYING FIELD

- A. Field: The playing field is standard shape for official softball, except that bases are 50 feet apart (exception: if field does not support base pegs at 50', then 60' bases are acceptable). If an end of outfield demarcation line is utilized (as opposed to an open, unrestricted field), the distance to that line shall be set at least 125 feet. The pitching distance in the 8U division is 30 feet.
- B. Set-up: Host team shall be responsible for setting up the field for the first game of the day, including:
 - 1. lining the field
 - 2. installing the bases and setting up a batting tee before the start of the game and for returning bases and batting tee to storage when the last game has ended; and
 - 3. providing one new and one good condition used game ball

II. EQUIPMENT

- A. Uniforms: Players shall wear the same uniforms. An exception is when a player from another division is filling out the roster for another team and none of that team's uniforms are available. In this instance, the player shall wear the uniform from her own team even though it may be different in color. A pitcher shall be allowed to wear sleeves under her uniform jersey so long as they are not yellow. All other players may wear a solid color shirt under their uniform.
- B. Sweatshirts or Jackets on Cold Days: Sweatshirts or jackets with or without numbers may be worn in the field and up at bat on cold days and nights. If numbers are not visible, the player's number on her jersey must be shown to the opposing team, when requested. Colors of sweatshirts or jackets need not match.
- C. Jewelry and Medical Alert: Jewelry shall not be worn during an official game. Medical alert bracelets and necklaces are not jewelry and may be worn but must be taped to the body in such fashion that the medical alert information is visible.

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- D. Pitcher's Glove Color: In the 8U division, a pitcher's glove may be of one solid color or multi-colored. If a pitcher's glove has yellow or optic yellow on it, it will be up to the coaches at the game to determine whether the pitcher's glove would be distracting to a batter. By USA rule in the 10U division and older, a pitcher's glove may be of one solid color or multi-colored as long as the color(s) are not the color of the ball being used in the game being played. Since yellow balls are used exclusively in games, a pitcher's glove shall not have any yellow or optic yellow color on it. If a pitcher is found to be using a non-conforming glove, the umpire will stop the game and require the pitcher to obtain a conforming glove. This language is put here for preparation for future years.
- E. Replacement Gloves and Mitts: If during play, a glove or mitt breaks or is otherwise determined to be unusable, the player may immediately and without delay obtain a legal replacement glove or mitt and is entitled to three warm-up catches prior to restarting the game.
- F. Batting Helmets and Defensive Face Masks: A batting helmet with a NOCSAE approved face mask shall be worn by all offensive players when in fair or foul territory on the playing field. Please see Club specific rules regarding other safety equipment required in this division.
- G. Balls: The official softball is the 10 inch optic yellow soft training ball Easton Incrediball Brand.
- H. Cleats: Metal cleats are NOT allowed.

III. PLAYERS, COACHES, SUBSTITUTES

- A. Players: A player is defined as any youth of the proper age for their division of play. A team must have the minimum number of players present in the dugout or team area to start or continue a game. The minimum number of players is six (6). A team may have a maximum of ten 10 players on the field on defense at any time (6 infielders and 4 outfielders). However, additional fielders may be allowed if agreed by both coaches. If a team does not have six (6) players and subject to the approval of both coaches, players may be shared between teams so that the girls can still play a game.
- B. Players Arriving Late: If a player arrives late to the game, that player shall be inserted in the last position in the batting order. Players may be inserted in the line-up at any time they arrive.

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- C. Players Leaving Early: There shall be no penalty if a player must leave early.
- D. Players from a Lower Division Filling Out a Roster: When a team is short of players for a particular game, players may be brought up from a lower division of the league to fill out the roster up to 10 players. The team should attempt to provide the player(s) with its team uniform to wear. If none are available, the player(s) shall wear her/their own team's uniform. Duplicate jersey numbers are allowed.

Pulling a player from a same division within the city league rosters. If the roster is short and only option available to prevent a forfeit, it is permissible to pull a player(s) from another team within the same age division of that city league to fill in. **Except pitching & catching** positions cannot be filled from another team. Same rules apply as for playing up. For playoffs, this rule does not apply. *(new for the 2025 season)*

Team Play: The maximum number of players participating on the field on defense at any time by one team shall be ten (10); the minimum number of players shall be eight (8). (If one team can field only eight [8] players, the opposing team may still field ten [10].) Any team with fewer than eight (8) players at the start of the game will lose by forfeit. If a team is playing with less than 9 players, the ninth position in their batting line up will not be recorded as an out. If both teams are unable to field minimum teams at game time, a double forfeit will be declared resulting in a half-win/half-loss for each team.

- E. Defensive Substitutes: Defensive substitutions may be made at the coach's discretion and do not need to be reported to the opponent.
- F. Injured Players: An injured player shall not play in a game.
- G. Attendance of Adult Female: A mother or other responsible adult female associated with the team shall be in attendance at all team practices, games, and meetings.

IV. THE GAME

- A. Starting Times: Consult the website schedule for all game times and locations. Weekday games usually start at 6:00 p.m., at all locations. The home team coach shall announce the official starting time of the game.
- B. Game Break: Each team should receive at least a 20 minute

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break between games, whenever possible.

- C. Starting Line-ups: Starting line-ups shall be presented to the opposing manager at least ten (10) minutes prior to the scheduled starting time of the game and must include the names and uniform numbers of the players present.
- D. Game Balls: Home team shall provide one game ball prior to the start of the game and one good condition back up ball.
- E. Home Team/Third Base Dugout: Home team will normally occupy the third base dugout. An exception is that in the event of a double header, teams will not change dugouts, regardless of whether they are the home or visiting team for the second game.
- F. Warm-ups Prior to Game: Batting practice, pitching practice, and infield practice are NOT allowed in fair territory of the infield, prior to the start of the game. Warm-ups are confined to foul territory of the infield and the grass outfield in fair or foul territory.
- G. Game Length: Games shall be one hour and thirty (1:30) minutes or 6 innings in length, whichever occurs first. Teams may conclude an inning already in play.
- H. Fielding Positions and Positioning of Players: Each team will play with 6 infielders – C, P, 1B, 2B, 3B and SS and the remaining players on the roster will play in the outfield. All outfielders must be positioned on the grass or a minimum of 10 feet behind the bases. Coaches should try to play girls at least half the time in the infield each game. Teams are encouraged to rotate players between infield and outfield so they can gain experience, however, a player's safety shall always be considered before placing a player in the infield.
- I. Dead Ball: A dead ball is when the pitcher (manager/coach) or player pitcher possesses the ball within the pitcher's circle, and no play is made on a base runner(s) by the pitcher. While the ball is dead, no runner may be put out, advance or score. Runner(s) must retreat to the base(s) they had previously occupied, or if more than half way can advance to the next base at their peril.
- J. Infield Fly: The infield fly rule is not in effect. Runners may advance at their own risk.
- K. Rescheduled Games: Games cancelled due to weather do not have to be played. If the coaches would like to play, they may do so during their previously scheduled practice time or they can work with the division coordinator to reschedule the games.

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- L. Umpires: For regular season, coaches will umpire, with the fielding team's coach calling balls and strikes, as well as outs at home and 2nd. Batting team coaches will call outs and plays along 1st and 3rd base. For End of Year Tournament there will be one USA Softball Umpire calling all balls, strikes, and outs. If league has junior umpires that are registered with USA Softball, they may be used and recommended. Associated costs will be the hosting team league responsibility.

V. PITCHING REGULATIONS

Player Pitcher and Coach Pitcher: A defensive team has the choice of using a player pitcher during any game of the season. If the defensive team decides not to use a player pitcher, a coach from the offensive team shall pitch to the batters. If the defensive team decides to use a player pitcher, the player pitcher will pitch to the batter until 3 strikes (at which time the batter is out), or 4 balls. At 4 balls, the player pitcher shall move aside (but remain a defensive player) and a coach/pitcher will enter the circle and will resume the player/pitcher strike count. The coach/pitcher will throw no more than 3 pitches, and may pitch the ball from anywhere within the pitching circle.

If the pitch is not put into play by the last pitch, the batter is out.

Exception: if the last pitch is a foul ball, pitching continues until the ball is hit and put into play or the batter is called out.

At any time during a pool play game a coach can use a tee for the final coach pitch if it is to benefit a struggling player. For the end of year tournament the option for a tee will be removed.

- A. Innings Per Game and Pitcher's Motion: A player pitcher may pitch no more than three (3) innings per game. The innings need not be in consecutive order. If a player pitches one pitched ball that will count as an inning pitched. Player pitchers may use a slingshot or windmill motion. Coaches should try to teach a legal pitching motion, but there is no illegal pitch in the 8U division. If there are no defensive players willing or able to pitch, the offensive coach may pitch.
- B. Player Pitch Hitting Batter: If a player pitch hits a batter, the batter may elect to take her base or continue to bat. If she continues to bat, the pitch will be counted as "no pitch."

VI. BATTING

- A. Rotation Batting Order: All players who are in attendance shall be listed in the line-up and take their turn batting. Order of batting stays the same from inning to inning.
- B. Batting Order and Maximum Runs Per Inning: Batting order is a continuous line-up. Once a team has had four baserunners cross homeplate, or made three outs, whichever comes first, the side shall retire. Batting order resumes to the player behind the last out of the previous inning.
- C. Bunting: Batters may bunt pitches from a player pitcher only. Batters who show a bunt must bunt. There is no drag bunting, slap bunting or fake bunting allowed in this division.
- D. Scoring: For the first 2 innings there will be a 4 run per inning per team maximum. Starting with the 3rd inning you will be able to increase your lead by 4 runs per inning (if you are already tied or ahead), or go up by 4 if you are trailing.

VII. BATTER-RUNNER AND RUNNER

- A. Base Runners Advancing and Scoring: Base runner(s) may advance and score when a pitched ball is hit into play by the batter. Base runner(s) may take a lead of up to 10 feet off the base when ball is released from the pitcher's hand. Base runners may proceed to the next base when the batter hits the ball in fair territory. A player leading off more than 10 feet may be put out. Players may not advance on a ball thrown to the base by the catcher, but must return to that base. Batters that become base runners may not advance on an overthrow to first base. Existing base runners may continue to the base to which they were running and may only advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live territory. If there is an errant throw to any other base than 1st base, all runners and batter/runner may advance one base past the base they are going to with liability of being put out.

Base runners may advance up to two bases on any hit ball off of a tee that remains in play unless a fence is set up and the ball is hit over the fence. The two base limit does not apply if the batter hits a pitched ball, in this case, runners may advance unlimited bases as long as the ball is still in play. A ball hit over the fence is a homerun.

- B. Stealing: Stealing is not allowed.

VIII. PROTESTS

There shall be no protests in the 8U division.