

Fastpitch 8U rules

A game will consist of 6 innings or 1 hour and 10 minutes of play. No new inning will start with 5 minutes or less remaining in the game.

Each team must have a coach or assistant coach to operate the pitching machine when their team is batting.

Each batter will receive five (5) pitches, or three (3) strikes, unless the ball is foul tipped on the fifth (5) pitch. If the umpire rules that the pitch thrown was a bad pitch, another pitch shall be granted to the batter.

Teams can play with ten (10) defensive players or nine (9) defensive players, but must have at least eight (8) players to play a game. Any number of players less than eight (8) shall be a forfeit.

If a team does play with only eight (8) players, the ninth (9th) batter is an automatic out.

If a batted ball hits the pitching machine, the ball is declared dead and all players may advance only one (1) base, including the batter, which will be granted first base.

The pitcher position can be played to the right or left of the pitching machine, but the pitcher must have both feet inside of the sixteen (16) foot circle while the pitch is being pitched.

In order for the pitcher to call time, she must have control of the ball and have at least one foot in the sixteen (16) foot circle. The catcher can be granted timeout also, as long as she has control of the ball and there is no more base runner attempting to advance home from third (3rd) base.

If a base runner attempts to advance beyond the first base that they safely reached, and time has been called by the pitcher or catcher, they must be at or beyond that forty (40) foot mark before that base. This will be the judgment of the umpire if no forty (40) foot line is marked on the baselines.

Every child must bat in the line up, and wear a helmet with a facemask.

Teams will bat until there are three (3) outs made or six (6) have scored in that inning. Six (6) runs is the maximum number of runs that can be scored per inning.

Base runners cannot steal bases.