



MINNESOTA SOFTBALL 8-UNDER STATE TOURNAMENT FAST PITCH RULES

GAME PLAY

- Games will be 5 innings or 65-minute time limit. Home team must be ahead after 2 ½ innings to be considered complete. Please hustle on and off the field to keep the games moving along.
- Games can not end in a tie. 8U will use the tie breaker rule and start the inning with a runner on 2nd base with 1 out. After one inning of playing the tie breaker rule a coin flip will be done to determine a winner.
- Teams will bat the roster.
- Half innings are complete after 3 outs or 5 runs
- Run ahead rule: 15 after 3, 12 after 4, 8 after 5
- There may be youth umpires for the State Tournament games. Calls will not be disputed. If there is a concern, talk to the tournament director.
- The home team will be determined by a coin toss.
- After the game, the umpire will turn in the blue card with the final score.
- Defense will have 9 players on the field. However, there will be no penalty for playing with 8 players. Teams with 7 players can play however, the 8th player in the line-up will be an out.
- Each batter gets 3 swings or 5 pitches unless last pitch is a foul ball. The at bat will continue on a foul ball just as with all other age groups.
- Bunting is not allowed.
- The Infield Fly Rule will not be applied.
- Runners will not be allowed to advance after a dropped third strike.
- Stealing is not allowed.
- Designated players (DP) will not be allowed.
- Leading off is not allowed. Runners may not leave their base until ball makes contact with the bat.
- The pitcher must stay in the pitcher's circle and behind or on the side of the coach until ball contacts the bat. For clarification, draw a line at the 35' mark across entire circle and use that line for the pitcher to stand behind. The pitcher may lineup on either side of the pitching machine. However, absolutely no movement can be made by the pitcher which places them in front of the pitching machine and or coach prior to pitch.
- Prior to the pitch, the pitching coach must verbalize and check that the defense is in the ready position and ready for play to begin.
- Outfielders must start the play standing on the grass at the edge of the infield. If the infield is cut for baseball create an arc 15 feet behind the bases and the outfielders must start behind that. They can't move until the bat has made contact with the ball.

Players and runners will stop when:

1. A ball that never leaves the infield. Once a fielder has control of the ball the runners should stop at the next base. This encourages the infielder to throw the ball to the appropriate base without the fear of runners advancing to the next base because of an overthrow.
 2. Ball fielded on the dirt or the arc equals one (1) base per infield hit.
 3. A ball hit to the outfield: If no outfielder has control of the ball the runners may continue to advance. Once the outfielder gains control of the ball and throws it toward the infield the runners will stop at the next base. Even if the ball doesn't make it to the "dirt" on the throw, the act of throwing the ball in is the attempt at making the correct play. Players must stop at the next base. Exception, the outfielder can carry the ball to the infield to make an out. The runners can keep advancing in this situation.
- Coaches allowed on the field: The defense will have three (3) coaches Two in the field and one will be running the pitching machine. The offense will have three coaches (3). Two will be base coaches and one will assist the catcher with returning balls to the pitching coach and assist the batter.
 - Coaches are part of the field and are in play and need to make every effort to stay out of the player's way.
 - The coach feeding the pitching machine must keep a maximum of two (2) softballs in his/her possession, and not laying on the ground around the machine.
 - Coaches need to operate the game with the highest amount of integrity. At all times keep the kid's best interest in mind.

The complete set of procedural rules are found at <https://fastpitch.mnsoftball.com/8u>