



## **MINNESOTA SOFTBALL 8-UNDER STATE TOURNAMENT FAST PITCH RULES**

### **EQUIPMENT**

- We will use an eleven (11) inch softball, a Dudley SBC11 with an ASA stamp.
- Balls will be provided by Minnesota Softball.
- Pitching will be handled by a blue Louisville Slugger Pitching Machine and set at 30-34 mph. (Power Lever must be set between 4-6)
- The host site will provide the pitching machine
- All equipment including team banners, posters, chairs, bags, etc. must be removed from the dugout and surrounding area after each game.

### **DIMENSIONS**

- The pitching plate will be placed at 35 feet.
- Base distances will be 60 feet.

### **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.
- Teams will bat the roster.
- Innings are complete after 3 outs or 5 runs
- Run ahead rule: 15 after 3, 12 after 4, 8 after 5
- There will 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 final score.
- Defense will have 9 players on the field. However, there will be no penalty for playing with 8 players.
- 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 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.
- 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.



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- 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:
- 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.
- Ball fielded on the dirt or the arc equals one (1) base per infield hit.
- 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.
- Coaches allowed on the field: Teams may have two (2) offensive, two (2) defensive and one (1) pitching coaches on the field to help train and teach the game.
- 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.

