

DRIFTLESS YOUTH SPORTS

8U GIRLS FASTPITCH SOFTBALL RULES

Updated: March 2026

Team & League Organization

1. If a community has multiple teams, they must be divided up as evenly as possible. This should be done based on skill level and not divided by 1st/2nd year or by grade, etc.
2. Players in the 8U age group are currently in 1st or 2nd grade.
3. A scheduling day will be held prior to the season for the coaches to schedule their own games.
4. League games will be scheduled beginning in the second week of May and continue through the month of June.

Equipment & Uniforms

1. Metal cleats are prohibited.
2. All players must wear matching shirts with a number on the back.
3. Pants are required.
4. Face masks MUST be worn by all players in the infield positions
5. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
6. Batters & Base runners must wear a helmet with a face shield.
7. No jewelry shall be worn. Earrings, necklaces, bracelets (soft or rigid) are prohibited. Note: For those who have newly pierced ears, studs must be taped.

Conduct

1. Drinking alcohol, smoking, chewing tobacco, or swearing on the field or in the dugout areas by the players or coaches is prohibited.
2. Cheering for your own team only. Disruptive actions or cheering against the other team is not allowed.

Umpires

1. Umpires are not required.
2. Coaches will work together to umpire the games.

General Game Rules

1. All play will follow WIAA rules if not otherwise stated.
2. 1 or 2 Defensive coaches will be allowed to be in the outfield to instruct the defense and will help umpire 2nd base. The 1st and 3rd base coaches will umpire their respective bases.
3. The home team will supply at least one playable ball for each game and will use a regulation 11-inch hard softball.

Players

1. 10 girls maximum (4 outfielders) on the field on defense.
2. All players present at the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. On deck batters must warm up behind the batter.

3. Coach pitch - Batter will receive 7 pitches to get a hit. No Strikeouts after 3 swinging strikes. A tee will be brought out after the 7 pitches.
4. Players will use a tee after allotted pitches. The ball is live once hit off the tee. No strikeouts.
5. Coaches may use discretion on pitching distance and speed of pitch to maximize hitter's success.
6. Three (3) outs, five (5) runs or through your batting order ends your inning, whichever happens first.
7. No bunting.
8. All players must use official softball bats bearing either a current USA Softball (ASA) certification mark or a USSSA 1.20 BPF certification thumbprint stamp. Bats may not exceed 34 inches in length and 2¼ inches in barrel diameter. There is no drop (length-to-weight ratio) restriction. Wood bats are permitted if approved under the applicable certification standard. Bats must not appear on the USA Softball or USSSA banned bat list and must be free of dents, cracks, or alterations. Baseball bats are not permitted.

Base Running

1. Feet first sliding is allowed when a player is being played on. Head first sliding is not allowed unless diving back toward the player's original base.
2. Runners may advance as many bases at their own risk off a hit. If an overthrow leaves the playing field, a runner may advance 1 base at maximum.
3. If an overthrow at 1st base is made, runners may not advance. We want to teach the kids to make good hard throws to 1st base.
4. Coaches should use good baseball judgment on advancing runners and especially on scoring runners. It is not difficult to advance runners and score runs at this level. Our objective as coaches should be to teach the game of baseball. Excessive base running is not encouraged. Advancing two bases on balls hit deep into the outfield is acceptable - i.e. rounding first for second base or scoring from second base.
5. **NO STEALING! NO LEADING OFF UNTIL THE BALL CROSSES THE PLATE; RUNNERS LEAVING EARLY WILL BE CALLED OUT AFTER A WARNING HAS BEEN ISSUED!**
6. No runner may advance when the pitcher (player or coach) has the ball. Coach pitchers should use reasonable effort to help collect the ball if thrown to them. If the offensive base runner is over halfway to a base when the player or coach pitcher collects the ball, he may proceed. If under halfway, the player must return to the previous base. Coaches must use fair judgment.

Time Length

1. All games will be 6 innings OR a drop dead time of 1 hr 30 minutes. *No new innings after 1hr 15 minutes of game time. If the game is tied after the 6 innings or the time has expired, the game will end as a tie unless discussed by coaches PRIOR to game start. 5 run rule per inning, except the final (6th) inning which will be unlimited.

Additional Rules

1. Dropped Third Strike is not allowed.
2. The Infield Fly rule is not enforced.
3. The Look Back rule is not enforced.
4. Rotate players at least every 2 innings. Players must play at least 1 inning per game in the infield.
5. "Ball shagging" by coaches should be discussed prior to the games start and be agreed upon as some coaches may want to develop catchers.

Rule Review

1. Rules will be reviewed on an annual basis by the Driftless Youth Sports Committee. All recommendations for changes and/or clarification should be communicated to the Driftless Youth Sports Committee at the end of the year.