

7/8u Girls Softball Rules

BASICS

- Games consist of 6 innings, but no inning can start after 1 hour and 40 minutes.
- Bases are 60 feet apart.
- 11-inch (hard) softballs are used.

PITCHING

- Pitching mound is 30 feet away from the back of home plate.
 - Coaches must pitch from the rubber.
- All defensive players must wear a facemask
- Kids throw up to 5 pitches.
 - Exception: 4 straight balls from the kid pitcher, coach will come in to pitch.
 - If that's a foul ball, the kid pitcher pitches again. Repeat for each foul ball.
- If after 5 pitches, there is no out or ball put in play, the count resets to 0-0 and the batter gets 4 pitches from a coach to put the ball in play.
 - If pitch 4 is hit into foul territory, a 5th pitch is awarded.
 - Failure to put pitch 5 in play results in an out.
- If a kid pitcher hits a batter on any 2 of her 5 pitches, the coach automatically comes in to pitch to that batter.

HITTING

- A half-inning is concluded when any of the following scenarios occurs (whichever comes first):
 - One time through the universal batting order
 - 3 outs recorded by the defense
 - 5 runs scored by the offense
- No bunting
- If a batted ball hits a baserunner, it's a dead ball, that base runner is out, and any other base runners advance to the next closest base.
- No dropped 3rd strike rule is in effect.
 - However, a foul tip caught by the catcher on a 3rd strike is an out.
- If the ball is hit to the outfield, the batter can get all she can.
 - Once the ball reaches the infield (regardless of being caught) the baserunners must go back to the base they came from.
- Mercy run rules:
 - 12 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings

BASERUNNING

- No stealing, leading, no tagging up
- No infield fly rule
- On overthrows to 1st base, a runner can advance one base only. All other runners, do not advance on overthrow.
- Runners who begin an at-bat on 2nd base can advance on earned plays only, such as batted balls.
- All runs from 3rd base have to be earned, meaning no overthrow leads to the run.

COACHES

- The batting team coach should stand behind the pitcher, or at least be close to the baseline to expedite the pace of play.
- The defensive team's coach should stand behind the plate. This will increase the pace of play by limiting catcher movement and allowing more efficiency in throws back to the pitcher. The coach may also want to keep an extra game ball or two with them to further expedite.
 - If a pitch is fielded cleanly by the catcher, they should throw it back to the pitcher.
- There should be a defensive team coach on each side of the field, located in the outfield a reasonable distance away from the hitting team's base coaches.
- The defensive coach behind the catcher will call balls and strikes

Defense

- There should be 10 defensive players on the field (4 outfielders)
- Outfielders should be on the outfield grass while the pitch is being thrown.