**MINNESOTA ASA/USA SOFTBALL 8-UNDER FAST PITCH RULES**

(information reprinted from 2016)

These rules were created by Minnesota ASA/USA Softball staff after consulting with many other states about how they conduct 8U softball. The idea is to get kids playing short games, learn how to play the game properly, and to enjoy playing the sport. The premise of this is not to develop pitchers. You can and should work on pitching during every single practice, with every single kid. If you have a kid that is an advanced player for that age, place them on a 10U team if feasible.

**GENERAL**

* Play single games on either Monday or Wednesday nights starting around May 8. Each team will choose seven (7) play dates on consecutive weeks concluding on Wednesday June 21. The last two league games will be double headers as a transition to 10U travel ball.
* League will be combined with Suburban and Tri County.
* League will be hosted on one website and teams will be divided into multiple regions to keep drive and costs down.
* League fee for year one will be $50. State tournament fee will be $100.
* State Tournament will be held at (TBD) late June.

**EQUIPMENT**

* Eleven (11) inch softball.
* Use Blue Louisville Slugger Pitching Machine – set at 30-34 mph.
* Coach/pitcher interference – coach is part of the field.
* No umpires in league – State tournament has umpires.

**DIMENSIONS**

* Pitching plate at 35 feet.
* Bases at 60 feet.
* Fences are preferred to be set at 200 feet but not required

**GAME PLAY**

* 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.
* No bunting.
* No infield fly rule.
* No advancing after a dropped third strike.
* No base stealing.
* No designated player (DP).
* Leading off is not allowed, Runners may not leave their base until ball contact with the bat.
* Pitcher must stay in the pitchers’s circle (behind or on side of coach) until ball contacts the bat.
* Outfielders must start the play standing on the grass at the edge of the infield (about 15 feet behind 2nd base).
* Play 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 fear of runners advancing to the next base because of an overthrow.
  + **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 in to the infield the runners will stop at the next base. This encourages making a play regardless of the infielder making the catch.
* 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.
* Games will be 5 innings or 65 minute time limit. On double header nights there will be a no longer than 10 minute break between games.
* Teams may have as many coaches on the field as they wish to help train and teach the game.
* Coaches need to make every effort to stay out of the player’s way.
* Coaches need to operate the game with the highest amount of integrity. At all times keep the kid’s best interest in mind.