

DEKALB COUNTY 2026

8U Softball League rules

(8U) Constituents: Garrett Girls Youth Softball, Riverdale Youth League and Butler Bobcat youth league

FIELD & EQUIPMENT

- 1.0 The baseline will be 60 feet.
- 2.0 An 11" optic yellow synthetic or leather softball will be used. The home team will provide balls in new or good used condition.
- 3.0 Players are required to wear a fielding mask at all positions. All batting helmets require a face guard as well.
- 4.0 No special gloves are needed
- 5.0 All catchers shall wear complete catching equipment, including mask and chest protector.
- 6.0 All players not playing in the field, running the bases, batting or on deck, are to be in the dugout or off the field.
- 7.0 Chalk lines will mark half way points in each base path, and also between the pitching rubber and home plate.

COACHES

- 8.0 Coaches will be in the coaching box and pitching circle when their team is at bat. Defensive coaches are permitted 3 on the field. 1 behind the catcher to help retrieve balls, and the other 2 coaches can roam the field when a ball is not in play to instruct players.
- 9.0 A coach may deny the right of a player to participate in a game or inning(s) for disciplinary action or unexcused absences from practice. The coach shall submit a complete roster to the opposing team. The coach shall then designate players who are being disciplined-no automatic out.
- 10.0 The coaching staff will consist of the head coach, one assistant & a score keeper per game. The head coach is responsible for the actions of the assistant coach, score keeper, team, parents and fans. The coaching staff are the only persons allowed on the field with the team.

CONDUCT

- 11.0 Throwing Bat/Helmet: First infraction-warning given to the team. The second infraction-batter is out. Umpires discretion.

12.0 There shall be no smoking on the field or in the dugouts during games or practices. Use of foul language, alcoholic beverages or drugs during games or practices will not be permitted.

BASE RUNNING/SLIDING

13.0 The runner may not leave the base until the ball is hit.

14.0 Any runner that leaves the base early will be warned on the first infraction. Second infraction the runner will be called out. Umpire discretion.

15.0 Play is dead when the defensive player has control of the ball anywhere in the infield.

16.0 If the base runner is not across the halfway chalk line in each base path, when 15.0 is in effect, that runner must go back to the previous base. Runners can advance one base if they cross the halfway mark. Umpires discretion.

17.0 If the pitching coach or umpire is hit by a batted ball, the play will remain live. All runners may only advance one base if this occurs.

18.0 Runners can continue advancing until the ball is controlled in the infield.

19.0 NO STEALING

20.0 The infield fly rule is NOT in effect.

21.0 Runners must attempt to avoid contact when play is on. No out will be given, instructed safety and no contact rule.

NOTE: This will allow the infielder to try to make a play without fear of the runners continuing on. (Ex.: If the ball is hit to the outfield and is fielded before the runner reaches first she may not advance.)

BATTING LINEUP

22.0 All players will bat

23.0 If a player becomes ill or is injured during the game, that player will be taken out of the lineup, NO OUT WILL BE GIVEN.

FIELDING LINEUP

24.0 Defense will consist of 10 players, 6 infielders and 4 outfielders

25.0 Free substitution will be allowed for all positions

26.0 ALL players must play infield for one inning by the end of the 3rd inning.

FIELD OF PLAY

27.0 Pitching rubber is 35 feet from home plate.

28.0 The pitching circle should be approximately a 16 foot circle.

29.0 Base distance is 60 feet between bases

- 30.0 During the first 6 games of the season, each batter will get 5 pitches to hit off the coach. If the batter fails to hit off the coach, the coach can choose to have the batter hit off the tee. If the batter hits off the tee, all runners are only allowed to advance one base at all times. No base advancement on an overthrow.
- 31.0 During the last 6 games of the season, each player will get 6 pitches from the coach. If the batter fails to hit after the 6th pitch, the batter is out, there is no tee option at that time. A 7th pitch may be awarded at coach's discretion from both teams. Absolutely not more than 7 to keep speed going.
- 32.0 During the first 6 games of the season, each team will bat through their entire line-up and the score board will not be used. During the last 6 games of the season, the score board will be activated, and they will play 3 outs per inning, or once a team scores 5 runs per inning, whichever comes first.
- 33.0 During the last 6 games of the season, a 5 run rule per inning will be in effect. The game run rule will be as follows. 15 after 4 innings, 10 after 5 innings.

GAME TIMES

- 34.0 First 6 games of the season, game time will be 1 hour, drop dead. The last 6 games of the season, game time will be 1 hour and 15 mins, tournament included, and finish the inning.

TOURNAMENT

- 35.0 Tournament dates, host sites will be announced in advance for everyone's convenience.
- 36.0 Brackets will be seeded according to the regular season record. "Last 6 games of the regular season."
- 37.0 Awards will be presented to the top 2 teams. Tournament hosts will provide awards and game balls. The tournament shall conclude no later than June 30th.

ADDITIONAL

- 38.0 All regular season games must be concluded prior to the end of the 3rd week of June. For games not played, the hosting team is responsible for the rescheduling. If this does not occur, a forfeit will be recorded for the host team.
- 39.0 No bunting is allowed
- 40.0 The player who is playing the pitching position, when a batted ground ball is fielded between the halfway marker and the pitching rubber, the defender must make a throw to the catcher if a play is occurring at home plate. If the pitcher fields the ground ball between the halfway marker and home plate, the defender may run to home plate for the tag or force play. The fielder **MUST** play even with the pitching rubber, on either side. If the defender does not follow these rules, the base runner may be recorded safe at the umpire's discretion.

This rule is to teach the pitcher and catcher both sides of a game situation. This rule also avoids a team's best player playing that position who has skill and speed to field a ball and run down the base runner, rather than making them throw the ball when the ball is fielded between the halfway marker and pitching rubber.