

Vacaville Girls Fastpitch

8U Local Rules

*VGF local rules supersede the USA rulebook

1. Pitching distance 30'
2. 8U teams may have eight (8) to ten (10) girls on defense; if playing with ten (10) players, utilize the infield positions with 4 outfielders; left, left-center, right-center and right field.
3. All Players bat, in order, throughout the game. No disciplinary action when a player needs to leave before the game has ended. They are just removed from the roster instead of taking an out. If leaving results in a team of 8 per USA rules the team must take an out on every 9th batter.
4. Runners may steal one base per pitch. No advancement on an errant throw. (Errant is a ball thrown outside the intended persons arm span- unable to reach it at all) No stealing of home to include- No advancement to home unless by a hit ball or walk with bases loaded. Throwing down to third or an errant play at third or any base does NOT allow for advancement to home. The look back rule does not apply to the pitcher in 8U.
5. Coach pitch- After the player-pitcher pitches all pitches resulting in 3 strikes the player is out. If the player-pitcher pitches 4 balls, the coach will come in, to pitch to the batter with their count intact. Example 4 balls and 2 strikes on the batter will result in the batter getting one coach pitch, 4 balls and 1 strike on the batter will result in the batter getting two coach pitches, 4 balls 0 strikes on the batter will result in the batter getting three coach pitches. When the coach is pitching there are no walks the ball must be hit or the batter is out.
6. 5 runs per inning limit or 3 outs.
7. 1.5 hour time limit, no "new inning" started with 5 minutes or less left in the game.
8. No dropped 3rd strike.
9. No infield fly rule.
10. 8U only utilizes 1 UMP.
11. Courtesy runners may be utilized for pitchers, catchers or injured players only after reaching first base.
12. All pitchers must wear an infield face mask.
13. Only the team designated rep can approach the ump, ask for call clarification etc.