



2026 Fall Ball Modified/Supplemental Playing Rules - 8U Division

(Current USA rules apply with the following modifications)

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General Rules:

1. All players are required to have and use a batting helmet with a face cage while on offense, a face mask while on defense, and shoes with plastic cleats (no metal cleats permitted); Recommended, but not required equipment includes: slider shorts, wraps and protective shin/knee pads (aka sliders).
2. Official ball is a new 10 inch Worth Reduced Injury Factor (RIF) Level 1 softball in optic yellow. If necessary, an alternate ball of the same size may be used if deemed equivalent by the Division Commissioner, UIC, or game umpire.
3. A practice shall consist of five or more players. Each Girl may practice up to 7 hours per week prior to opening day. Each girl may practice a maximum of six hours per week, including games, after opening day. (Each game will be considered one and one half hours.)
4. Any player catching for a pitcher at any time must wear full catcher's gear.
5. Players are not permitted to wear jewelry (including watches and earrings) except Medic Alert bracelets. (See Appendix P for more details)
6. All players will keep their shirts tucked in.
7. All players must wear socks that cover the ankle. "Peds" are not permitted.
8. Profanity, intoxicants of any kind, and tobacco use of any kind are not permitted.
9. Throwing of equipment is not permitted.
10. Base Coaches on offense will remain in the Coaching box at all times, unless there is a time-out.



11. Parents, fans and Team Staff will refrain from any type of sarcasm, verbal abuse, physical abuse, intimidation, or other unsportsmanlike acts directed towards players, other parents, fans, Team Staff, umpires or MGS Board Volunteers.
12. It is the responsibility of the Manager to adhere to and enforce all General Rules. Failure to comply will result in one or more of the following:
 - a. a) team warning;
 - b. b) player is ejected;
 - c. c) disqualification of Manager and/or conflicting player(s) for said game;
 - d. d) forfeiture of said game;
 - e. e) next game suspension of Manager and/or conflicting player(s). All actions under Rule 12 must be reported to the Division Commissioner, who will report it to the MGS Executive Board.

Game Play Rules:

13. There is no infield fly rule.
14. The dropped third strike rule is not in effect – a batter runner cannot advance to first base on a dropped third strike.
15. Stealing of all bases is allowed with the exception of home. The player will be allowed to advance one base per pitch. If a play is made on any runner, the runner on third (if occupied) cannot advance home. The player may not advance on an overthrow.
16. Continuation on a walk is NOT allowed.
17. The ball is dead if, when being thrown to the pitcher, the ball crosses the plane of the pitching circle.
18. On an overthrow of a ball put in play, the runner may advance up to one base, at her own risk. This one base limit also applies to all runners on the bases.



19. All games will be 1 hr. & 15 minutes “drop dead”. The game will be stopped in the middle of an inning, with the current batter allowed to finish.
20. A team shall bat all players in a fixed rotation, regardless of whether or not they are playing defensively at that time. A player who arrives after the start of the game shall be added to the end of the batting order. A player who leaves the game early will be skipped and will not be recorded as an out.
21. There will be 9 or 10 defensive players on the field: 6 infielders and 3 outfielders/4 outfielders, depending on team size. Both coaches will agree upon the number of outfielders prior to the beginning of the game. Outfielders must be at least 10 feet behind the baseline until the ball is hit (baseline is the direct line between two bases). A team must have a minimum of 7 defensive players to start a game (unless agreed upon by both managers). When playing “shorthanded” with 7 players, an out will not be charged when the 8th, 9th or 10th batting position is scheduled to come to the plate.
22. A girl may not sit out 2 consecutive innings.
23. All players will play at least one inning in the infield per game
24. A team is restricted to a maximum of three (3) runs per inning.
25. In the interest of developing pitchers and hitters and preparing the girls for advanced play, the division will use a modified player-coach pitch system. After 2 walks in a ½ inning (a hit by pitch is considered a walk), a coach pitcher will replace a girl-pitcher after four called balls or a hit by pitch.
 - a. The Coach-pitcher must pitch from the pitching rubber.
 - b. The Coach-pitcher assumes the batter’s strike count, and the ball count will be ignored.
 - c. The Coach pitcher assumes the count and is allowed to pitch the remaining strikes.



- d. The batter is out when three strikes are accumulated. Each pitch will count as a strike, whether or not the pitch crosses the plate in the strike zone. The batter will only receive an additional pitch or pitches if they foul off the last pitch.
 - e. No bunting or stealing shall be allowed off a Coach-pitcher.
 - f. While the Coach-pitcher is pitching, the girl-pitcher must have one foot in the pitching circle, even with or behind the pitching plate.
 - g. If a batted ball hits the Coach-pitcher, the ball will be considered a live ball.
26. The Director of Player Development will meet with the Director of Coaches, Director of Umpires, the 8U Div Rep, and 8U Managers regarding possible changes in the modified player-coach pitch format after the completion of the second game week.
27. For developmental purposes, any pitcher is restricted to pitching a maximum of 3 innings per game, but the innings pitched cannot be consecutive. When violated, the pitcher is removed from the pitching position and cannot return to the pitching position for the remainder of the game. Only the P1 can be reinserted into the game after being replaced as the pitcher, as long as she has not reached her pitching limit. One pitch thrown constitutes an inning pitched.

	Inning 1	Inning 2	Inning 3	Inning 4	Inning 5
Legal	P1	P1	P2	P1	P3
Legal	P1	P2	P1	P1	P3
Legal	P1	P2	P2	P1	P1
Illegal	P1	P2	P1	P2	P1
Illegal	P1	P1	P2	P1	P1
Illegal	P1	P1	P1	P2	P2

Only P1 can be reinserted into the game.
P1 exceeds maximum innings (3).
Maximum Innings cannot be consecutive.

Fig 1.27: Examples of legal and illegal pitching scenarios.