

Chippewa Valley Fall Ball Rules 2026 –Softball 8U

Equipment & Uniforms

1. Metal cleats are prohibited.
2. Pants are required.
3. All players are required to wear a fielding mask.
4. Catchers are required to wear a mask, helmet, chest protection, and shin guards.
5. Batters & Base runners must wear a helmet with face shield.
6. 11” Flex ball is to be used.

Conduct

1. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
2. Positive cheering only. Disruptive actions or cheering against the other team is not allowed.
3. No use of alcohol or tobacco products in the dugouts or on the field during play by managers, players, or coaches.
4. Coaches and players are responsible for cleaning up their own dugout after the game.
5. Teams are required to exhibit sportsmanlike conduct after each game by shaking hands and greeting each other.

The Game

General

1. All play will follow ASA rules if not otherwise stated. [Official Rulebook - USA Softball](#)
2. Seymour Ball Club and Eau Claire Fastpitch board members on duty will make official calls regarding weather and field condition related cancellations.
3. There are no umpires. A defensive coach will be allowed in the outfield to instruct defense and umpire 2nd base. 1st and 3rd base coaches will umpire their respective bases.
4. No infield practice will be allowed within fair territory on the infield surface. Infield practice may be done in foul territory in front of your dugout.
5. Limit carry-ins. There will be full concessions at both parks. Fall ball is a fundraiser for our softball programs. We appreciate your cooperation!

Time Length

1. All games will play 4 innings or 60 minute hard stop time limit, whichever comes first.

Players

1. A team must have 6 players present to start a game or a forfeit will be awarded to the opposing team.
2. 10 girls maximum (4 outfielders) and 6 minimum on the field on defense.
3. Players should rotate defensive positions each inning. Make sure everyone plays infield and outfield.
4. All players present at the beginning of the game must play. Coaches may bench a player for disciplinary reasons.

Batting

1. All players present at a game must bat. Players arriving late will be added to the end of the lineup. Players leaving early will be skipped over in the batting order without penalty.
2. Batter gets five (5) swings to put the ball in play. 7 pitches max per hitter.
 - a. Player will use a tee after allotted pitches. Ball is live once hit off the tee. No strikeouts
3. Make a foul arc in front of home plate before the game. Any ball that does not travel past the arc is foul.
4. Coaches may use discretion on pitching distance and speed of pitch to maximize hitter's success.
5. No bunting
6. On-deck batters will be placed to the back of the batter for safety purposes. The leadoff batters are permitted outside the dugout between half-innings.

Base Running

1. Runners can advance 1 base on an overthrow.
2. Stealing bases is not allowed.
3. Runners leave base when the ball is hit.
4. Runners must stop when the ball enters the infield. If the runner is not at least $\frac{1}{2}$ way to the next base when the ball breaks the plain of the infield, they must return to their previous base.

Pitching

1. Coaches will pitch to their own team. Pitches must be underhanded and the coach will pitch from the first rubber at approximately 35 ft.
2. The pitcher should remain even with the pitching coach and within 5 feet to the left or right of the rubber.
3. If the pitching coach is hit by the ball or interferes with play, the play is 'dead' and counted as one of the 7 pitches.

Additional Rules

1. Dropped Third Strike is not allowed.
2. Infield Fly rule is not enforced.
3. Look Back rule is not enforced.
4. There will be a 5-run rule per inning.