

INTERLEAGUE RULES FOR 8U SOFTBALL - 2026
THE FOLLOWING RULES WERE AGREED UPON: YPSILANTI
NATIONAL, YPSI-ARBOR, MILAN, LINCOLN, DEXTER, SALINE

ALL GAMES START AT 6:30 during the weekday. No new inning will begin after 8:15. If you are in the middle of an inning play that inning out to finish the game.

Home team is to provide the official game ball and the visiting team should have a good back up ball for game use.

No team should delay a game to ensure a victory using the game "time limit". Teams are encouraged to play the full-time limit even if a winner has been determined due to the 15, 10 OR 8 run rule.

For the first three (3) innings there is a five (5) run rule per inning (this means once your teams or opposing team has scored five (5) runs this is the same as three (3) outs. In the last three (3) innings you end the inning by either getting three (3) outs and/or by batting through your line-up once which ever happens first. Also remember there is a fifteen (15) run rule after three (3) innings, ten (10) run rule after the fourth (4th) inning and eight (8) run rule after five (5) innings.

There will be a Continuous Batting Order. If a player gets hurt while at bat the next batter in the order takes his place and assumes the count and the game continues. If the injured player is unable to continue in the game the next time he is scheduled to bat merely skip over him and continue the game. It is not an out.

Face Masks are optional for each league participating. This is up to each individual league if they require their players to wear them or not.

Outfielders will start in the grass. If there is no grass outfield, then no one shall be positioned near base lines.

5 pitches are thrown from the Coach than a Tee will be brought into play. When using the Tee, the Batter must strike the ball and not the Tee. All others will be considered a foul ball.

There shall be a semi-circle in front of the batters' boxes for this level of play and during use of a hitting tee this shall be regarded as a foul ball unless the ball clears the outer edge of the semi-circle (this reduces the risk of runner collisions at home with the Tee and Ball present.)

No Stealing, leading off, or advancing on overthrows will be allowed.

Batters shall advance one (1) base maximum unless the batted ball reaches the outfield grass on the fly, this does not include rolling or missed by a player and rolling into the outfield grass. If the ball reaches the outfield grass on the fly the batter and lead runners shall advance until the ball is back in play in the infield and at that point the batter shall stop at the nearest forward base.

Teams are allowed to play if they only have 7 or 8 players but are also allowed to borrow players if they cannot field nine (9) players if they wish to play with 9. You can borrow as many players as you need to field nine (9) players from another team in your league (as long as this team does not have a game) and within the same division. The borrowed player must wear their own team's uniform. Manager of the opposing team MUST be notified of the borrowed player and/or players.

REMEMBER THERE ARE NO ON DECK BATTERS AND NO BATTERS OUTSIDE OF THE DUGOUTS WITH HIT STICKS OR DOING SOFT TOSS WHILE THE GAME IS GOING ON.