

Bronco Bash – 8U Softball Rules

1. A player must not turn nine (9) years of age before January 1 of the current year.
2. Bases are to be 50 feet.
3. A complete game is five innings and all innings will be limited to 6 runs with no open inning. Run rule is therefore 7 runs after 4 innings or 13 runs after 3 innings. No inning shall start after 90 minutes.
4. Half of an inning will consist of three outs or six runs.
5. A starting team shall consist of ten (10) players, (four outfielders). The minimum is seven (7) players, less than seven is a forfeit. There will be no penalty out for less than 9 batters. Outfielders must be positioned in the grass until contact with the ball.
6. The pitching coach must start on or behind the 25 ft. pitching line.
7. Catchers must wear full protective gear. All infielders shall wear a protective infielder's mask. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out.
8. All players on the roster, which are present for the game, shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss her turn at bat due to illness, she may return in her spot in the batting order without taking an out. If a player arrives late, she will be placed at the bottom of the batting order.
9. A player being played on while advancing to a base other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be expelled from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.) At umpire's discretion.
10. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
11. A player at the pitching position must start with one foot in the pitcher's circle.
12. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
13. No stealing. Runners may leave the base only after the ball crosses the plate. Leaving a base early will result in an out with no team warnings issued. No leading off.
14. Infield fly rule will not be enforced.
15. No dropped third strike.

16. Player throwing bat: one warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if the ball is hit in fair territory.
17. If play is stopped due to inclement weather, 3 ½ innings will be considered a complete game if the home team is ahead, otherwise the inning must be completed when the weather permits. If the minimum innings have not been played, play will pick up where the game was stopped. At the end of play, the ball must be returned to the defensive team's player at the pitcher's position to be handed to the coach.
18. The ball is dead when returned to the pitcher's circle or lead runner is stopped as determined by the umpire.
19. Each batter will get 6 pitches or 3 swinging strikes, a foul ball on the 6th pitch constitutes another pitch or pitches until the batter hits fair or strikes out.
20. There may be 2 defensive coaches in the outfield
21. If any coach intentionally interferes with a ball put into play at the umpire's discretion, the batter will be called out and the runners will return to their original base. Any coach being hit accidentally, the ball will be declared dead and all runners will get one base.
22. Only one base maximum advancement for each runner on overthrows to 1st base. If another play is attempted following an overthrow to 1st, the ball is live and runners can advance.
23. 2 5/8" will be the maximum bat barrel size. USA/USSSA/BBCOR allowed
24. Little League Regulations shall apply to all situations and rules not covered above.