



2026 Pleasanton Summer Classic

Girls Fastpitch Softball Tournament

8U Tournament Supplemental Rules

General Rules:

Game Ball: 11"

Base Distance: 60 feet

Pitching Distance: 30 feet

Run Limits:

1. For the first 2 innings, there is a 5 run per inning maximum.
2. Starting with the 3rd inning, you will be able to increase your lead by 4 runs per inning.
 - If you are ahead when you start batting, you can increase your lead by up to 4 more runs.
 - If you are tied when you start batting, you can go up by 4 runs.
 - If you are trailing when you start to bat, you can go ahead by 4 runs.
3. Run rule is 12 runs at the end of 3 innings, 10 runs after 4 innings or 8 runs at the end of 5 innings for all games.

Time Limit:

1. Saturday, no new inning after 70 minutes.
2. For Sunday games, no new inning after 70 minutes.
 - Sunday Championship Game: No new inning after 75 minutes or 6 complete innings.
3. International Tie Breaker will be in effect for the championship game if 6 full innings are completed.

Base Running:

1. Bases: 60 feet.
2. Lead off permitted on pitcher release.
3. Stealing of 2B and 3B is allowed during player pitch. Base runner can leave the bag when the ball is released by the pitcher. No stealing home, including on pass balls or wild pitches. No stealing during coach pitch.
4. Overthrows:
 - a.) On a throw to first base:

No batter can advance to second base as a result of an errant throw to first base. All other runners may only advance one base past the base they are going to on an errant throw to first base with liability of being put out if the ball stays in live ball territory.

b.) On a throw to any other base or position:

If on a throw to any other base an errant throw occurs all runners and batter/runner may advance one base past the base they are going to with liability of being put out.

c.) The umpire will only award a base to the runners if the ball has been thrown out of play. No bases will be awarded on errant throws when the ball stays in play.

d.) Runner and batter/runner may be put out if they advance beyond the base they are entitled to the errant throw. At the end of play the umpire will return all runners to the base they are entitled to if they have not been put out.

Fielding:

1. 10 players may be allowed on defense in the field at any one time, four of which are outfielders.
2. Outfielders must position themselves at least 10 feet behind the baseline.
3. No Infield Fly Rule.
4. Play stops when the ball hit to the outfield gets in the control of the pitcher, who is in the infield.

Batting:

1. Everyone bats and free defensive substitutions.
2. No dropped 3rd strike. Runners may not advance.
3. Bunting is allowed. Exception: No bunting off coach pitch.

Pitching:

1. Pitching distance: Player and Coach 30 feet.
2. Players will pitch to the opposing team. 2 inning limit for a pitcher in the 1st 4 innings then unlimited from 5th inning on. One pitch in an inning constitutes a complete inning.
3. No walks.
 - a.) A coach/pitcher will enter the circle when 4 balls have been called by the umpire. Coach must pitch "legal" pitches from pitching rubber.
 - b.) The coach/pitcher will assume the player/pitcher strike count and will throw no more than three (3) pitches with the umpire calling balls/strikes. Example: Girl pitcher throws 4 balls 1 strike, coach comes in and gets 2 pitches. Another example. Girls throws 4 balls and 2 strikes, the coach comes in and throws 1 pitch. If player pitcher throws 3 strikes before having 4 balls, then the batter is out.
 - c.) If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - d.) Batter will NOT be awarded a base on a Hit by Pitch from the coach/pitcher, but will by a player/pitcher.
4. If a batted ball hits the coach/pitcher the ball is dead and a repitch will be awarded. At no time shall the coach/pitcher obstruct play. If the umpire believes a coach obstructed play, the batter will be ruled out.
5. Player/Pitcher must have one foot in the circle at the time when coach/pitcher is pitching.