

2026 July 4th Del Holson Firecracker Benicia Tournament

8U Rules

If rule is not stated here, rules will be governed by the current USA Softball Code and Rule Book.

Final scores

Home team is responsible for reporting final score of game to Tournament Director. Can be done by texting 925-212-1348 with final score. Alternatively, you can report score at Tournament Booth.

Please use this format: **"8U - Game Start Time: Visitor Team Name – score, Home Team Name – score"**.

Softballs:

Approved USA Softball of Northern California 10" softball will be used for this age group.

First Base:

Double bases will be used at first base.

Base Distance:

55 feet between bases will be used when available. But if unavailable, 60 feet is maximum and acceptable

Home team

Home team will be determined by a coin flip by the umpires.

Dugouts

- 1) Team listed 1st is in the 1st base dugout.
- 2) Team listed 2nd is in the 3rd base dugout unless the team is playing back-to-back on same field.

Inning run limit

- 1) Pool Play games (Saturday) will follow the 5 run rule
- 2) Bracket Games (Sunday) will be 5 up rule

Run ahead rule

- 12 after 3 innings
- 10 after 4 innings
- 8 after 5 innings

Alcohol/Tobacco

Alcohol and tobacco products are **PROHIBITED** at all Benicia Softball Fields. Any team or participant in violation of this rule will be subject to immediate penalty.

Time limit

- 1) **Pool Play on Saturday:** No new innings after 70 Mins with 85 min Drop Dead or the completion of 7 innings, whichever comes first. Pool play games may end in tie. If after 85 minutes drop dead and inning has not been completed and home team is behind in runs, score reverts to previous completed inning score to determine winner.
- 2) **Bracket Play on Sunday:**
 - a) No new inning after 75 minutes unless tied, if the top of inning starts, the full inning must be played regardless of the time remaining.
 - b) In the event of a tie game after 75 mins and full inning has been completed, International tie breaker rule is in effect. The offensive player due to bat last in the half inning will be placed on 2nd base

Pitching

- 1) Pitching distance: 30 feet
- 2) Any player can pitch a maximum of 2 innings per game on Saturday and 3 innings on Sunday
- 3) Player pitches until batter strikes out or hits a fair ball. After the 4th called ball by player pitch, coach pitch begins.
- 4) **Coach Pitch:**
 - a) Coach pitches remaining count (maximum of 3 pitches unless player hits foul(s) on 3rd strike). Each coach pitch is a strike regardless of placement or batter doesn't swing.
 - b) The pitching coach must stay inside the pitching circle and is allowed to take one step in the pitching motion towards the plate
 - c) Batted ball that hits the coach pitching is a "dead ball" and batter takes 1st base.

Defense

- 1) Maximum of 10 players on defense. Standard 7 Infielders and 4 in outfield.
- 2) Minimum of 7 players on defense. If playing with less than 9 players, only outfield positions can be vacant.
- 3) No player may start closer to home plate than the distance of the pitcher's plate but may move closer to home plate after the ball is released by the pitcher.
- 4) Outfielders need to be in the grass before each pitch.
- 5) Unlimited defensive substitution is permitted during pool play and bracket play.
- 6) The Infield Fly or Dropped Third Strike Rules will not be used.

Offense/Batting:

- 1) Bat-around "Round Robin" SHALL be used.
- 2) There is no dropped third strike rule in effect.
- 3) There will be no walks. A batter must either get a hit or get put out in the field.
- 4) Bunting is allowed.
- 5) Foul tips count as a strike; however, a foul ball cannot end the at-bat.

- 5) All eligible players present must bat and shall be listed on the line-up and bat in the order presented at the plate meeting. If a player is not listed on the line-up card, they cannot enter the game.
- 6) The Designated Player DP/Flex will not be used.
- 7) Courtesy runners may be used for the pitcher, catcher or in case of injury while on offense, the last batted out must be used. May not use courtesy runners for players that are not pitching, catching or an injured/ill player.

Stealing & Running Rule

Stealing is permitted; however, only one base per pitch, per runner.

- 1) Runners may only advance to one base from where they were at the time of the pitch. Stealing home is not permitted - Cold Home Plate.
- 2) Runners are not permitted to advance past the stolen base on an over-throw. Any runner attempting to advance beyond the one base they are permitted is at risk of being put out.
- 3) A runner who makes it safely to the next base beyond the base permitted, including home, will be returned to the correct base. When the playing action has been completed, a dead ball will be declared, and the runner returns to the proper base.
- 4) A batter who is awarded 1st base on a walk/base-on-balls may not steal second on the ball four pitch. A batter runner who attempts to advance in this situation will be ruled on the same as paragraph 5.B
- 5) Base runners may not steal during coach pitch
- 6) Base runners may take a lead off only after the ball leaves pitchers' hand (Player or Coach pitch)

Coaches

- 1) Only USA Softball registered coaches may be on the field or dugout. If a coach is ejected from a game, they automatically sit out the next game.

Protests:

- 1) Playing rule protests must be made prior to the next pitch and a decision rendered by the Tournament UIC. The game will be stopped, and the manager must be prepared to discuss the rule interpretation involved.
- 2) Eligibility protests shall be ruled upon according to the USA Softball Code.