

8U (COACH) PITCH RULES

A team must have a minimum of Nine (9) players to start a game but can finish with Eight (8) if one is injured or becomes ill. Teams may begin the game with Eight (8) players but will take an out for the Ninth (9th) position in the batting order unless a player arrives to fill that position in the order.

- a) All players present must be in the Batting Lineup and will bat.
- b) Only TEN players are permitted on defense with free substitutions. The 10th player must be positioned in the outfield and must stay outside of the baseline (umpires judgment) until the ball is hit.
- c) Any player(s) arriving after the game has started will be added to the last position in the batting order.

THE GAME - Additional to the Official Playing Rules:

- a) An Offensive coach will pitch to his/her team.
- b) The Game shall be Six (6) innings or 1 hour and 10 (ten) minute time limit. When the time limit is up, the inning in progress will be completed, if necessary.
- c) All Defensive Players must play by position. Outfielders must outside of the Baseline (**Umpire judgment**) until the ball is hit.
- d) **One defensive coach** is allowed on the field behind the Outfielders. He/she should give instructions before the ball is hit. After the ball is pitched, the Defensive Coach on or off the field, cannot physically touch any player. PENALTY: Runners will advance one (1) base after play has stopped. All other coaches must remain in the Dugout/Bench Area. **Penalty: First offense is a warning to the coach. Second offense will result in the coach being ejected from the Game.**
- e) The batter will be allowed five (5) pitches or three (3) strikes whichever comes first. NO BASE ON BALLS will be awarded. If the batter hasn't hit the ball fairly after five (5) pitches, the batter is out. EXCEPTION: The at bat cannot be completed on a foul ball.
- f) The Pitcher will pitch from a thirty-five (35) foot pitching circle (One foot MUST be within the circle).
- g) No bunting or slapping will be allowed. PENALTY: A strike will be called on the Batter.
- h) Hit batters are not allowed to advance to first base.
- i) The Run Rule will be Fifteen (15) Runs after Three (3) Innings, Twelve (12) Runs after Four (4), and Eight (8) Runs after Five (5) innings of play.
- j) 3 Outs or 6 Runs scored will retire the side.
- k) An injured player may re-enter the game but must return to the same position in the batting order.
- l) If a batted ball hits the Coach/Pitcher (not the player in the circle), the ball is dead; there is no charged pitch, and the play is repeated.

PITCHING - Additional to the General Playing Rules:

- a) The player playing the position of Pitcher shall keep both feet within the sixteen (16) foot diameter pitching circle until the ball is hit.
- b) If the batted ball hits the adult pitcher the ball is dead. An Adult Pitcher must try to keep from being hit by the batted ball. PENALTY: If no effort is made in the judgment of the Umpire, the Batter is called out. First offense draws a warning or ejection, based on severity. Second offense draws an automatic ejection.
- c) The Catcher must be positioned within the Catcher's Box.
- d) Catchers must wear a NOCSAE approved Catcher's Mask until the ball is hit, then it may be removed to field the ball.

BATTING - Additional to the General Playing Rules:

- a) No play shall be declared if a batter hits the ball with one or both feet outside the batter's box. If the pitch is the fifth pitch, the batter will be declared out.
- b) For safety reasons, umpires will warn players about throwing/slinging the bat. Each player will receive one warning from the umpire for throwing/slinging the bat. On the second offense, that player will be called out.
- c) Each team must let all players bat according to the batting order. If a player is sick, hurt, or refuses to bat, this must be brought to the attention of the other coach, umpire, and the scorekeeper. Failure to bat constitutes a team out, if the Team drops below 9 Players in the Batting Order. The individual batter will resume their correct position in the batting order when returning to the game.
- d) There will be NO Infield Fly Rule.

BASERUNNING - Additional to the General Playing Rules:

- a) Baserunners must be in contact with the base until a legally pitched ball reaches home plate. PENALTY: Violation constitutes an out and the ball is dead.
- b) Baserunners shall be entitled to the base they are going to, plus one when the ball is over-thrown into a dead ball area.
- c) The Umpire will call "TIME" when the ball is in possession of a defensive player within the Pitching Circle, or the progress of the Lead Runner is stopped.
- d) If baserunners have advanced at least halfway (**UMPIRE JUDGEMENT**) to the next base, they are entitled to that next base. If not, halfway they will be returned to the last base touched. If the runner fails to return or advance immediately, the umpire will call "Time Out" and play will be stopped.
- e) Any Coach touching a Baserunner(s) while the ball is in play will result in the touched runner(s) being called out. All other runners may advance at their own risk.