

8U COACH PITCH SPECIFIC RULES

Dodgeville Diamond Club

1. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-one (41) feet from the rear point of home plate.
2. The pitching coach shall keep one foot inside, on or straddle the pitcher's line.
3. The pitching coach shall position him or herself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
4. Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.
5. Ten (10) defensive players shall play in the field with four (4) outfielders. The four outfielders shall not assume an infield position. All outfielders must start each pitch behind the baselines (10 feet).
6. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 6 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Rule 6 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

7. The defensive team may have 2 coaches in the field of play (must be in OF) to assist solely with positioning and guidance to where to throw the ball between pitches and/or when the ball is hit. All other coaches need to be in the dugout.
8. The Infield Fly Rule shall not be in effect at any time.
9. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order. All players must play the field at least one full inning.
- 9A. Teams may start a game with eight (8) players.
10. Teams may use free substitution on defense, but the batting order shall remain the same.
11. Bunting shall not be allowed.
12. The batter shall receive four (4) swinging strikes.

Offensive team coaches, please talk to any player that is taking too many strikes as we feel this is the best way to handle this versus the umpire "punching/striking" kids out.

13. No stealing, home plate is closed, and runners must wait until contact is made to run bases.

13A. If the runner leaves early, they will be declared out (umpire discretion on issuing a warning for a non-scoring play).

14. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous out. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

15. A team may score a maximum of five (5) runs per inning, and 10 in the last inning (6th inning or declared) or record three (3) outs.

16. A ball hit to the outfield is considered "over" once the ball is being thrown to a player at a base, the pitcher, or coach acting as a pitcher. Please use common sense and not take unnecessary advantage of players at this age who have challenges throwing and/or catching a baseball. ***Only one base allowed on an overthrow.***

PLEASE PLAY "smart baseball". A runner at 2nd base should not score on a ground ball to the 2nd basemen for example (unless there is an overthrow at first base) in which that runner would be going to 3rd base on the ground ball to 2nd basemen and then would be able to go home on the overthrow (1 base max rule).

16A. Umpire may call "Time" after every play and declare the ball dead. "Time" may be called as soon as all runners are not attempting to advance by an umpire.

16B. If a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance", "Time" shall be called, and play is over.

17. When a batted ball hits the Pitching Coach, the following shall apply: The ball becomes dead and a no-pitch is declared.

Run Rules:

- 5 runs per inning, except for the last inning you can score 10.
- Time Limit is 1 hour 10 minutes to start a new inning.
- Mercy Run Rules 15 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings
- If any run limits are hit prior to the 70-minute mark, the game is officially over, the scoreboard set to zeros, but the teams may continue playing in a fashion that the head coaches and umpire decide in more of a practice format until 70 minutes is reached (dead stop).

18. One (1) umpire per game who will be positioned off center behind home plate.