

8U COACH PITCH SPECIFIC RULES

Dodgeville Diamond Club

1.01 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. The defensive pitcher must start each play with at least 1 foot inside the circle.

1.02.A The pitching coach shall keep one foot inside, on or straddle the pitching circle.

1.02.B 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.

Rule 1.02.B Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.

Rule 1.02B Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

1.03 Pitching Coach: The Pitching Coach shall be an adult at least eighteen (18) years of age.

1.04 The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued.

1.05 Ten (10) defensive players shall play in the field with four (4) outfielders. The four outfielders shall not assume an infield position (unless final inning). All outfielders must start each pitch with their feet in the grass.

1.06 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

Rule 1.06 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 1.06 Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

1.07 Defensive coaches shall not be allowed on the field of play and shall coach from the dugout, unless agreed upon by the two coaching staffs & the umpire(s).

1.08 The Infield Fly Rule shall not be in effect at any time.

1.09 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.

1.09.A Teams may start a game with eight (8) players.

1.10.B At no time will a player removed from the game for any injury or illness be called out. (Simply skip the batter). The injured or ill player cannot return to play unless agreed upon by both sets of coaches.

1.10 Teams may use free substitution on defense but the batting order shall remain the same.

1.11 Bunting shall not be allowed.

1.12 The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes.

Rule 1.12 Comment: A batter that has received less than six (6) pitches and has a count of two (2) swinging strikes shall have his turn at bat extended on foul balls up to the six (6) pitch limit and may continue to hit foul balls until they strike out (no contact) or put the ball in play.

1.13 Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate (1 warning per inning).

1.14 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.

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

1.16 Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the ball is possessed by an infielder (player who started in the infield), at or inside the infield baselines. "Time" does not have to be called by the defense for the purpose of this rule.

Rule 1.16 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called. Their will be halfway line to declare where a runner will be at upon the possession of the defensive infielder.

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

Game & Run Rules:

- 5 inning games. 6 runs per inning, except 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
- In all games, unless seeded, the home team will be declared by a coin toss. The team traveling the furthest as deemed by the umpire will call the toss.