

Hudson Mohawk Travel Softball Summer Season Rules

Coach Pitch 8U (Updated 6/06/2024)

1. Weeknight games will start at 6:15 pm. A forfeit will be declared 15 minutes past game time (game times may be adjusted for travel problems i.e. long travel distances/traffic between towns). If a team forfeits more than 2 games during the season, they will be dropped from the league for the rest of the season.
2. Schedule changes for reasons other than weather require 48-hour notice. Weather cancellations require **at least** 1-hour notice to the visiting team and the umpire. Please use your best discretion, keeping travel distance and safety in mind.
3. For games, the home team is responsible for field preparation, coordinating and paying the umpire, as well as any cancellations and rescheduling. The home team also provides 2 new 11" balls for each game.
4. If a player, manager, or coach is ejected from a game for any reason, they will also be required to sit out the team's next scheduled game as a penalty. HudMo as well as the division coordinator must be notified.
5. **The winning team is responsible for recording the game score on Register Play within 48 hours of the completion of the game.** If no score is reported in the time frame, a double loss will be recorded. Standings will be updated in real time.
6. All games must be played. When a game is canceled for weather-related reasons, it must be made up as soon as possible. The home team is responsible for advising the division coordinator of the date the game will be made up.
7. The HudMo 2024 travel league season ends on July 22. No games can be played after that date that will count toward final standings. Please refer to your division play-off schedule for a more accurate date of when pool play games should be completed.
8. Teams that play each other in tournament play MAY use that game to replace a scheduled HudMo game, as long as it is agreed upon by BOTH managers before the start of the game. These scores must be communicated to the HudMo coordinator so the schedule can be adjusted.

9. Team managers who are having a problem with rescheduling or any other problem need to talk with their league Hudson Mohawk rep and the coordinator for that division of play.
10. A team that is short of players may use a substitute from a team at the same or lower classification. For example, if a Class B team needs a substitute they may use a player from a Class B or C team of the same age level. A copy of the borrowed player's roster must accompany her to the new team and the player's team may not be made short-handed by the loan.
11. A coach of the team that is batting will pitch.
12. Each batter will be pitched a maximum of 6 pitches. If still at the plate after the 6th pitch has been thrown (and the 6th pitch was not fouled off), the batter will be declared out. Balls and strikes are not called, only the amount of pitches thrown will be counted. A batter can strike out swinging. The at bat cannot end on a foul.
13. There is no bunting allowed and dropped 3rd strike does not apply to this division.
14. A safely hit ball to the infield will allow both the batter and all base runners to try and advance one base with the liability of being put out (regardless if a play is made on them or not – it is still one base).
15. A safely hit ball to the outfield grass, whether in the air, on the ground, or after being touched by a defensive player (ball must reach the outfield grass) allows both the batter and all base runners to advance with the liability of being put out until the ball is returned to the infield (crosses dirt/grass line). Once the ball crosses into the infield, no advance beyond the base the runner is going to regardless of overthrows.
16. Base runners can leave their base once the ball crosses the plate. The first time a team has runners leave early, the umpire will issue a warning, subsequent leaving early will be an out. As always, runners taking a lead as the ball crosses the plate are subject to being put out by the defense.
17. A defensive player will occupy the pitcher's position on either side of the adult pitcher. Player must have one foot inside the pitcher's circle until the ball is hit.
18. Any batted ball that touches the adult pitcher will be considered a dead ball. Play will be halted with no pitch being declared. The batter will return to the plate and resume the previous count, all base runners will return to the bases previously occupied. The adult pitcher must immediately attempt to get out of the way of defensive players once the ball has been pitched, and cannot impede a player from making a catch or throw. If in the umpire's discretion it is believed that the adult pitcher has violated this rule, the batter will be called out and all base runners returned to the base that they previously occupied.

19. Two coaches are allowed to be on the field to provide instruction when their team is on defense, both must be in the outfield grass. If a coach that is on the field with the defensive team is struck by a batted ball, the batter and all base runners will be awarded (2) bases.
20. Games will be 6 innings in length, unless shortened by the run ahead rule or time limit. Games can end in a tie. No new inning will begin after 1 hour 20 minutes.
21. Run ahead rule: If a team is ahead by 12 runs after 3 complete innings or 10 runs after 4 complete innings or 8 runs after 5 complete innings, the game is over.
22. A maximum of 4 runs can be scored in all innings except for the 6th inning, where there will be no limit on the runs scored.
23. There will be no infield fly rule in this division.
24. The umpire will make all calls.
25. A continuous batting order must be used (all players bat). Should a player be unable to take her turn at bat for any reason, proceed to the next scheduled batter without penalty. The player that was unable to take her turn at bat is out of the lineup, and cannot return to that game. Free defensive substitutions are allowed.
26. Pitching distance will be 30 feet for this division. Base distance will be 60 ft.
27. 11" hard softballs will be used.
28. 10 defensive players are allowed in the field, 6 in the infield, 4 in the outfield. The four outfielders must start on the outfield grass. An outfielder cannot receive a throw from an infielder (i.e. outfielder cannot play over the second base bag and accept throws). Outfielders can make an unassisted play for an out in the infield.
29. A game is expected to begin with 10 players but may begin with 8 without penalty, if 10 are not available. Failure to have the required number of players to start or continue a game (eight) will result in a forfeit. If a game is started with fewer than ten players, and a player arrives late, this player can immediately be inserted in the game and will be placed last in the batting order.
30. There will be no tag up and advance on a pop fly caught by an infielder. A pop up or fly ball must be caught behind the infielders by an outfielder in order for a runner to tag up and advance.
31. Air horns and other noise makers are not allowed.

32. Team cheers will be positive in nature and should be designed to rally the team that is doing the cheering, not to razz the opponent.
33. Only the head coach is allowed to speak to the umpire or state official when it comes to interpretation of the 8U playing rules. The game will be stopped and then resumed after clarification of the rule in question is completed. When the game is stopped, the timer is also stopped.
34. One USA Umpire will be used for all games. **Umpire fees for all HudMo games is \$60.**