

# Coach-Pitch 8U Division Rules

1. A coach of the team that is batting will pitch.
2. Each batter will be pitched a **maximum of 6 pitches**. If still at the plate after the 6th pitch has been thrown (and the 6<sup>th</sup> 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.
3. There is no bunting allowed and dropped 3<sup>rd</sup> strike does not apply to this division.
4. 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).
5. 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 a play is made on a runner or the ball is returned to the pitchers circle**. Once a play is made on a runner or the ball is in the pitchers circle, no advance beyond the base the runner is going to regardless of overthrows etc.
6. A defensive player will occupy the pitchers position on either side of the adult pitcher. **Player must stay inside (one foot) the pitchers circle until the ball is hit.**
7. Any batted ball touching the adult pitcher will constitute play being halted and 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.**
8. **Two coaches** are allowed to be on the field to provide instruction when his/her 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.**
9. Games will be 6 innings in length, unless shortened by the run ahead rule. Games can end in a tie. **No new inning will begin after 80 minutes.**
10. **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 completed innings, the game is over.
11. A maximum of 4 runs can be scored in all innings **except for the last inning where runs scored are unlimited**. The last inning is the 6<sup>th</sup> inning only.
12. For obvious reasons, there will be no infield fly rule in this division.

13. The umpire will make all calls.
14. A **continuous batting order** can to 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 when continuous batting order is used. Otherwise standard substitution rules apply (player cannot play in field unless in batting order, cannot come out of lineup unless played the field and batted).**
15. Pitching distance will be 30 feet for this division. Base distance will be 60 ft.
16. 11" hard softballs will be used.
17. 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 make a play in the infield **unless the play is unassisted**, (i.e. an outfielder cannot play over the second base bag and accept throws).
18. A game is expected to begin with 10 players but can play with 9 without penalty if 10 are not available. If playing with 8 (minimum allowed) team must take out for 9<sup>th</sup> batter. There is no penalty for having to drop from 10 to 9 players during a game due to injury/illness. **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.
19. 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.**
20. **Air horns and other noise makers are not allowed.**
21. 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.
22. **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 stopped also.**
23. One USA Umpire will be used for all games.