

8u COACH PITCH RULES

1. No stealing, bunting or leading off. Players leave the base when the ball is hit. If a player leaves early the 1st offense is all runners are sent back to their original base and a team warning is issued. 2nd offense the runner is called out and all other runners return to their original base.
2. **Ball will be declared dead by umpire when time is called by a player who has control of the ball in fair territory of the infield**
3. Coaches will pitch from 40' and player must be within 5 feet of adult pitcher.
4. A batted ball that hits the adult pitcher will be declared dead and all runners return to the original base and pitch is played over. The count is resumed as if the pitch did not happen.
5. Hash marks will be between each base . When the umpire declares the ball dead he will make judgement on awarding baserunner bases. If runner is passed hashmark they are awarded the base they are headed to. If runner has not passed the hashmark they return to previous base. Umpires judgement is final. **If a player calls time and umpire declares play dead at that point no other plays count. EX: player calls time and is awarded by umpire then throws a runner out. The dead ball stands and the runner is not out.**
6. A batter will be allowed 7 pitches or 3 strikes(whichever comes first). If the batter does not put the ball in play on the 7th pitch they are declared out. A foul ball on the 7th pitch awards them another pitch.
7. 8u coach pitch will use 4 outfielders. **Coaches cannot be in the field of play on defense. Also only 1 coach allowed out of the dugout during play. All other coaches must remain in the dugout.**
8. Substitution rule will follow tournament rule.
9. There will be a 7 run per inning limit. Run rule is mathematically eliminated. 15 runs after 4 innings. 8 runs after 5 innings
10. Time limit for 8u is no new inning after 75 minutes.