

COACH PITCH (8U) RULES

- 60' bases.
- 35' pitching distance-front side of the pitcher's rubber to the rear of home plate with a circle.
- Once the pitcher has control of the ball inside the circle, the ball is dead. If there is no control, the ball is live. If the pitcher has control in the circle, any runner who has not reached the half way mark must return to the previous base.
- A runner may only advance one (1) base on an overthrow. If the defense chooses to throw to another base, the runner may advance on that overthrow.
- Base runners may not steal.
- 90 minute game time-no new innings after 1:20 or 6 innings. Four (4) complete innings is considered a regulation game if the 10 run rule is in place.
- Each batter will get five (5) pitches in an attempt to hit the ball. If the 5th pitch is a foul ball, the players will get another pitch.
- 7 run rule per half inning with no consecutive runs. When the 7th run crosses the plate, the ½ inning is over.
- 3 outs or 7 runs ends the ½ inning.
- 10 run rule after 3 ½ innings.
- Team must bat their entire line-up. Free substitutions. All players shall play at least six (6) defensive outs, out of the first 12 defensive outs.
- Teams may play 10 defensively. Rover must clearly be in the outfield.
- Teams may substitute defensive players at will without reporting the substitution.
- Any changes to the line-up must be reported to the official scorekeeper and opposing team. Any player that was substituted at will and then tries to bat without a proper line-up change will be considered an illegal batter.
- A batter may not change places in the line-up.
- No infield fly rule.
- Batters may not carry or throw their bats. Batter will be given one warning then will be called out.
- Catcher must wear protective gear: facemask, chest protector, shin guards.
- Coaches may officiate games if necessary.
- Game balls: Regulation baseball.
- Helmets must stay on until the player is back in the dugout.