

HUNTER YOUTH RECREATION ASSOCIATION

BASEBALL RULES

8U COACH PITCH

1. A team shall consist of 10 players on the field. Minimum of 8 players. A total of 6 players must be from the roster. Players can be picked-up from T-ball (only) if needed.
2. Coaches will pitch to their own player.
Each player will receive a maximum of 5 pitches. If the 5th pitch is hit as a foul, the player is still alive.
A ball hit that strikes the coach will be considered a live ball. However, if the coach makes a play (in self-defense), this will be considered a dead ball. The batter will replay and all runners will return to the base they occupied prior to the play. If this happens on the 7th coach pitch, another pitch will be permitted.
The defensive player must remain near the pitching mound even with the pitching rubber in a position to make a play in the event the ball is hit in their direction.
3. Outfielders must remain in the outfield grass until the ball is hit.
4. A runner cannot leave the base until the ball is hit. If found to leave "early", as determined by the umpire, the runner will be called out, the ball is dead, and all runners return to original bases.
5. A full swing must be taken at all times. A half swing will be called a dead ball strike. A half swing on the fifth pitch is an out.
6. The catcher must remain in their position on either side of home plate. They will wear the protective helmet and position themselves so they are behind the batter.
7. If the ball is thrown from the field of play, the "one plus one" rule applies. If this occurs during the last batter, the offensive coach may allow the play to stand with the "one plus one" rule or may have all runners return to their original base and the last batter will bat over (with the same count as before hit).
8. The infield fly rule does not apply.
9. Play continues until the umpire calls "time". This is done when, in the opinion of the umpire, Any Infielder in fair territory can request "time" but play will continue until the umpire grants that request. All players will return to the base if they have not crossed the 30-ft hash mark which will determine if the runner may advance to the next base or if they must return to the previous base. Hash marks are between 1st and 2nd base, between 2nd and 3rd base as well as 3rd and home. Once the pitcher has the ball and control and calls time all play stops. If the runner is past the hash mark they go to the next base, if not they return to the last base.
10. A team is permitted to bat until there are 3 outs or until the 10th batter has come to the plate. Teams will bat the roster, however only 10 players will be allowed to bat per inning. The 10th batter will be considered the "last batter". In the case of batting around, the team at bat will notify the defensive team when the last batter comes to the plate. This creates a two out situation. The inning ends when: 1) the defensive team executes an out, 2) the defensive team touches home plate while in possession of the ball before the last batter scores, or 3) the last batter scores before any defensive play is made.
11. Only 1 warning will be given for a player throwing the bat after hitting the ball, the second offense will be called an out and a dead ball.
12. A 12 run rule will apply after 4 complete innings.
13. Force out rule always applies.
14. Games will consist of 6 innings or 1:15 time limit. No new inning will be started after 1:15 of play unless there is a tie situation.
15. All outfielders must stay in the grass until the ball is hit.
16. All pitchers must wear board-approved facemask while in the field.
17. All Coaches must walk to foul territory on a fair ball.

RULES SUBJECT TO CHANGE AT HYRA DISCRETION



FUNDAMENTALS, TEAM WORK, FUN

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