



8U Baseball Coach Pitch Rules 2023

1. PLAYING FIELD DIMENSIONS

- a. Distance between bases is 60 feet.
- b. Pitching Rubber to back of home plate is 40 feet.
- c. A 6-foot radius circle will be drawn around the pitching rubber.
- d. A hash mark will be lined halfway between 1st & 2nd base, 2nd & 3rd base, and 3rd and home.

2. GAME DURATION

- a. A complete game is 6 innings.
- b. There will be no new inning started after 1 hour and 15 minutes.
 - i. The game shall be declared over at 1 hour and 30 minutes regardless of the game situation.
- c. Run Rule
 - i. Home team ahead by 12 runs after 3 ½ innings
 - ii. Visiting team ahead by 12 runs after 4 innings
 - iii. Home team ahead by 10 runs after 4 ½ innings
 - iv. Visiting team ahead by 10 runs after 5 innings
- d. 2 Minutes maximum between innings
 - i. Enforcement of this rule is up to the umpire.
- e. All ties shall stand and be recorded in the standings as ties.

3. TEAM PARTICIPATION

- a. No player shall play the same position more than 2 innings in a single game.
- b. All players shall play at least 1 inning in the infield and 1 inning in the outfield within the first 3 innings.
- c. No player shall sit on the bench for 2 consecutive innings.
- d. No player may sit out a second inning before all other players have sat out 1 inning.
- e. The defense shall play with 10 players on the field.
- f. If a team only fields 9 players at the start of the game and a player is injured and the team continues to play with 8 players, the open batting position is skipped over for the remainder of the game and does not result in a out. If a player is ejected, the umpire will call a forfeit.

4. Batting

- a. Each batter shall be thrown 5 pitches.
- b. The batter's turn at bat will be declared an out if the batter swings and

misses 3 pitched balls or the batter fails to hit a pitch into fair territory in the allowed 5 pitches.

- i. If the fifth 5th or any subsequent pitches are hit into foul territory, the batter will continue batting until a pitch is taken swung at and missed or put in play.
- c. There are no walks.
- d. A hit batter results in a no pitch.
- e. Bunting is not allowed.
 - i. Any attempted bunt will result in a strike being called.
- f. The Infield Fly Rule does not apply.
- g. The dropped 3rd strike rule does not apply.
- h. Inning Run Limit
 - i. The offense shall score no more than 8 runs per inning.
 - ii. Exception - if more than eight runs are scored within the completion of the batter at bat then all runs count.
 1. Example - If the offense has scored 7 runs in an inning and there are runners at 1st, 2nd, and 3rd base and the batter hits a triple, all three runs count. When the play ceases, the inning shall be over, and the next inning shall start.

5. Defense

- a. 1 defensive coach will be allowed to stand in the outfield and shall not come in contact with the ball or players.
 - i. If the coach comes in contact with the ball, the play becomes dead, and the coach will receive a warning. If this happens again, the coach will remain in the dugout for the rest of the game and shall be replaced by another in the outfield. The coach is there to help the players make the correct play. The umpire's decision is final.
- b. 10 players shall be allowed on the field for defense.
 - i. 6 infielders and 4 outfielders
 - ii. One defensive player shall be positioned within the 6-foot radius around the pitching rubber and shall be located either to the right or left of the coach pitcher. This defensive player must have one foot within the pitching circle at the time of the pitch.
 - iii. The catcher shall wear full catcher's gear.
- c. "Time" shall be requested by an infielder and granted by the umpire when the defense has attempted a play toward a base or on any base runner.
 - i. A play must be attempted. An infielder may not call time just because they possess the ball or have received it from the outfield.
 1. A play needs to be attempted toward a base or baserunner.
 2. The attempted play does not need to be successful in order for the time rule to be in effect.
 - ii. Time is requested only by an infielder that is in possession of the ball and only once play has stopped.
- d. Once time has been awarded by the umpire, all runners will be awarded bases according to their position on the base paths at the time play was ended. Runners who are judged to be beyond the halfway mark for the next base will be awarded the base they were advancing towards. If the runner is not past the halfway mark, they shall be awarded the last base they legally occupied.

- i. In the event a runner has not passed the halfway mark, but the preceding base is occupied by another runner, the former runner shall be awarded the unoccupied base. The umpire's decision will be final.

6. Base Running

- a. Base runners are not permitted to leave their base until the ball is hit.
 - i. If the runner is not in contact with the base when the ball is hit, the runner shall be called out by the umpire.
- b. There will be a maximum of one additional base on an overthrow.
 - i. Runners advance on an overthrow at their own risk.
 - ii. Example: If an overthrow occurs on a base runner going to 1st base, the runner is allowed one base. The umpire's decision is final.
- c. All plays at home plate must be attempted by a throw to the catcher and the overthrow rule (6b) shall apply.

7. Coach Pitcher

- a. A team coach will pitch to their own team when it is at bat.
 - i. The coach pitcher shall make every reasonable effort to avoid contact with any batted or thrown ball, as well as the obstruction of a defensive player.
 - ii. In the event a batted ball strikes the coach pitcher, the ball shall be considered "live" and will remain in play.
 - iii. If a thrown ball strikes the coach pitcher, the ball shall be declared "dead" and runners will return to the last base attained in the judgment of the umpire.
 - iv. If the coach pitcher accidentally catches the ball, the play is dead and that pitch does not count.
- b. The coach pitcher shall pitch overhand from the pitching rubber.
 - i. At the coach/umpire pre-game meeting, coaches can request a shorter pitching distance to the front of the 6-foot pitching circle radius to accommodate a batter(s) handicap.
 - ii. The coach pitcher shall not coach while the ball is in play. The only time a coach pitcher can talk to a player is giving instructions to the batter before making the pitch.
 - 1. If the coach pitcher coaches in any other way, the umpire will issue a warning. Any additional offences during the same game will result in the umpire calling the player(s) out.