



8U Softball Coach Pitch Rules

1. PLAYING FIELD DIMENSIONS

- a. Distance between bases is 60 feet.
- b. Pitching Rubber to back of home plate is 35 feet.
- c. A 8-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.
- c. Run Rule
 - i. Home team ahead by 15 runs after 3 innings
 - ii. Visiting team ahead by 15 runs after 3 innings
 - iii. Home team ahead by 12 runs after 4 innings
 - iv. Visiting team ahead by 12 runs after 4 innings
 - v. Home team ahead by 8 runs after 5 innings
 - vi. Visiting team ahead by 8 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 within the first 3 innings and 2 innings in the infield over the course of the game.
- 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 an out. If a player is ejected, the umpire will call a forfeit.

4. BATTING

- a. Each batter shall be thrown 6 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 6 pitches.

- i. If the 6th 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.
- 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 6 runs per inning.
 - 1. Example - If the offense has scored 5 runs in an inning and there are runners at 1st, 2nd, and 3rd base and the batter hits a triple, only 1 of the runs will 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 behind the outfielders and shall not interfere with a batted ball.
- 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 8-foot radius around the pitching rubber and shall be located either to the right or left of the coach pitcher and behind the pitching rubber. 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 regardless of positioning
 - 1. Catcher's may crouch behind the plate or stand by the backstop.
- c. All infielders are strongly encouraged to wear a face mask.
- d. All outfielders must be positioned in the outfield grass until the pitch crosses home plate.
 - i. If playing on a field with a large infield, outfielders must be positioned twenty feet behind the bases until the ball crosses home plate.
- e. No outfielder shall make an unassisted play at any base.
 - i. The intent of this rule is to teach outfielders to throw the ball to the infield.
- f. The pitcher and catcher position must be filled regardless of the number of players.
- g. A pitcher may not make an unassisted put-out by running to and tagging a base or tagging a base runner, with the exception of the pitcher fielding a ground ball within 5 feet of the baseline prior to the batter/runner passing.

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 given 1 warning prior to being declared out.
- b. Play Stoppage
 - i. If the initial out attempt is made prior to runners advancing 1 base, the overthrow rule applies. Runners may attempt to advance to the

next base on an overthrow, but may not advance past that base.

1. This rule is designed to prevent runners from running around the bases while an overthrown ball is in play.
- ii. If runners advance one base, or the batter-runner reaches first base, prior to the initial out attempt, the play stoppage rule applies. Runners may advance at their own risk until the ball is in the control of an infielder within the basepath. Base runners who are not halfway to the next base (by the umpire's judgement) will be returned to the previous base.

7. OFFENSIVE COACH

- a. A team coach will pitch to their own team when it is at bat.
 - i. The pitching coach will have 1 foot on the pitching rubber. Exceptions can be made at the umpires discretion based on batter ability.
- b. 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.
 - i. In the event a batted ball changes direction after striking the coach pitcher, the ball shall be considered "dead" with all runners advancing 1 base.
 - ii. If at the umpire's discretion, a coach intentionally interferes with the play, the batter will be awarded first base, and the runner closest to home plate at the start of the play will be declared out.
- c. 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.
 - i. 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 coach being removed from the pitcher position.