

8u Baseball Rules

Pitching Distance: 38 feet

Base Distance: 60 feet

Time limit: 55 minutes or 6 innings

Run Rule: 11 run lead after 4 innings/6 runs after 5 innings Five (5) runs per ½ inning maximum allowed

Drop 12 bat is allowed

The Game

- The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. (Run Rules still apply)
- Each Batter is allowed six (6) pitches or three (3) strikes, whichever comes first. An unlimited number of foul balls allowed on the 6 th pitch.
- If a player becomes injured or ill during an at bat or while on base the player may be removed from the game and the offensive team will take an out. The lineup will be compressed so that the team will not have to take any additional outs for the missing player in the lineup. (If this forces a team to drop below 8 players...see below)
- Short-handed rule: A team will be allowed to play with 8 or 9 players without taking an out in missing spots in the lineup.
- A regulation game cannot be played with less than 8 players. With less than 8 players a forfeit will be declared.
- If a game is suspended because of weather and cannot be completed in the same night, it shall resume at a rescheduled date. Exception: if at least 3 innings have been completed at the time of suspension of play and cannot be finished, it will be considered a complete game and the team ahead during the last completed inning will be declared the winner.

Coaching Staff : the following coaching positions will be allowed:

- Offensive coach pitcher mound.
- Offensive coach 1 st base and 3 rd base.
- Defensive coach 15ft. behind 1 st and 3 rd base.
- One offensive coach behind home plate to get pass balls and throw back to the pitcher.
- No more than 3 defensive coaches are allowed on the field at any time. All other coaches must remain in the dugout.

Pitching:

- The manager of the team at bat will appoint a member of his/her coaching staff to pitch to his/her batters. There will be only one switch of coach pitchers allowed per inning.
- The coach pitcher must pitch from the pitcher's plate.
- Penalty: Dead ball; add 1 pitch to count. After the 5th pitch, the batter will be declared out.

- The coach pitcher is allowed to coach or talk to the batter prior to the pitch delivery but must not leave the pitching rubber while the batter is in the batter box before the pitch.

Violation:

- Warning on 1st offense. 2nd offense Removal of coach pitcher for the remainder of the game.
- The coach pitcher will try to avoid interfering with the play after the ball has been hit, by moving to foul territory, away from the play. If in the judgment of the umpire, the coach pitcher intentionally interferes with the play:
 - The ball is dead.
 - The batting team given an out.
 - No runners advance.

Unintentional interference by Coach Pitcher: Dead Ball

- Batter advances to 1 st base. No runners may advance unless forced. If a run would be forced home, then a “No pitch” declared and no runners may advance.
- No out charged.
- The coach pitcher will be given one ball for use by the umpire. That ball will be returned to the coach pitcher after each pitch.
- Player on the mound in the pitching position is required to wear a facial guard.
- A 16 feet circle shall be established, starting at the center of the mound and flowing out 8 feet.
- Pitchers must start inside the circle with both feet and remain there until the ball has been hit.

Runners:

- Should more than one runner occupy the same base after umpire declares the ball is dead, the rear runner returns to the base he was running from without liability of being put out.
- Runners who are already over halfway to a base when the ball becomes dead may continue to the next base. If the runner is less than halfway to base when the ball becomes dead, they must return to the last base occupied.
- If runner fails to maintain foot contact with a base while the Coach pitcher has the ball, a dead ball will be called, and the umpire will issue a warning to the offensive coach for the first offense. Second offense, the runner failing to maintain foot contact with the base will result in the runner being called out. Only one warning will be issue per team per game.

Batters:

- All players present must bat. In the event a player has to leave, or is injured, he will be skipped in the lineup and the batting order will be compressed. No out recorded for his spot in

the lineup, unless leaving the game during an at bat or while on base.

- If a player shows up late, player added to the bottom of the lineup.
 - There will be free defensive substitution.
 - Stealing not allowed.
 - Bunting is not allowed.
 - If there is an overthrow to 1st base, the runner can advance with potential of being put out
- Equipment
- Catchers must wear full catchers' gear. Soccer type kneepads and shin guards are allowed but the shin and knee must be covered.
 - No metal cleats of any kind are allowed on the field.

Defense:

- Four players can play the outfield but must be at least 15 feet behind the bases.
- The four outfielders will remain behind baselines until the ball has been hit into fair territory. Violation of this rule will allow the offensive coach to take the resulting play or advance the batter to first base and all other base runners may advance one base.
- The defensive player/pitcher may be to either side of the coach pitcher inside the circle until the ball has been hit. Player may not position himself/herself behind the Coach Pitcher.
- The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the player shall be removed from the catcher position for the remainder of the game.
- No defensive player, except the fielding pitcher, shall position themselves closer than 45 feet from home plate. There should be lines on the 1 st and 3 rd baselines. If no lines are drawn, then the umpire's discretion (judgment) will be used.
- Penalty: 1 st offense— warning to defensive coach. 2 nd offense--offensive coach may choose to take the result of the play OR have the umpire award the batter 1 st base.
- The umpire shall declare Play is Dead when the lead runner stops, and the ball is in control in the infield.

Umpire: One umpire positioned behind home plate

Tie Breaker

- No new inning will start after 55 minutes of play or 6 innings, with the exception of tie games.
- **If game is tied at the end of regulation
- At the end of the game, due to time regulation or due to 6 innings completed, in the event of a tie, extra inning(s) played as follows:
 - International Tiebreaker will be used.

- Play will continue this way until a winner is declared. **8u Boys coach pitch shall be governed by USSSA rules. The above Addendums shall precede all other rules**