

8U General Playing Rules

4 innings or 60 min

1. **Defensive coaches:** Two defensive coaches are allowed to stay on the field at all times, for the purpose of instruction and placement between plays. The coach will have 15 seconds between plays to position players and other instructions.
 - a. Other than the coach that is pitching, coaches must be behind the infielders and make every attempt to prevent ball interference.
 - b. Any ball that makes contact with a coach in the field of play will be considered a dead ball, and a no pitch with the batter returning to the batter's box to assume the same pitch count and ball-strike count as they had prior to the pitch, and the runners returned to the base they occupied at the time of the pitch.
2. **Pitching distance:** The pitching distance is 35 ft.
 - a. The pitching coach must be in contact with the pitching rubber.
3. **Play/Pitcher rules (PP):**
 - a. The player must be in the pitcher's circle when the ball is delivered.
 - b. The player must be **stationary**, not forward of the pitching rubber when the ball is released. (violation: first-warning, second - the PP is to be removed from the PP position for the remainder of the game.)
4. **Batters:**
 - a. There will be no walks.
 - b. A batter will be called out after five pitches or 3 Strikes. The umpire will give notification prior to the 5th pitch.
 - c. If it's the fifth pitch or if the batter has two strikes, the at-bat cannot end on a foul ball. Pitching will continue until the batter strikes out or until the ball is put into play.
 - d. No bunting will be allowed.
 - e. An inning will consist of 5 runs or 3 outs, whichever comes first.
 - f. There will be roster batting in this age group.
5. **Baserunning:**
 - a. No Stealing.
 - b. Base runners may not leave a base until after the pitcher releases the ball. (Violation: Runner is out)
 - c. No infield fly rule
 - d. When the ball is initially batted into fair territory; batter/runner and/or runners may advance as many bases as possible per hit until the ball has been secured and a throw is made. A throw must be made to stop the runner, not the ball just being held or the fielder running in with the ball.
 - i. Runners must stop at the base they are on or the base they are running to.

- ii. If the base runner has rounded the base and her back foot has left that base she is deemed to be running to the next base and may advance with liability to be put out.
 - e. Runners cannot advance at the initial throw unless the initial throw is overthrown, then runners can advance a maximum of one additional base with liability to be put out.
 - f. Runners cannot advance on any additional overthrows beyond the initial play.
 - g. When the ball is live, the runner has liability to be put out. The goal is to permit the defense to attempt to make the play without further penalty.
- 6. Fielder's:** Every attempt must be made to throw a fielded ball and try to make it out instead of just throwing the ball back to the pitcher to deaden the ball.
- a. the throw must be made to the infield.