



Rules: Coach Pitch 8U

1. The Game

- a. Six (6) innings or seventy-five (75) minutes.
- b. No inning will start after time has expired.
- c. The plate umpire or his designate will hold the official clock.
- d. In the absence of an official scorekeeper the home team book becomes the official book for the game.

2. Game Play and Must Play Rule

- a. Bat the roster.
- b. Complete rosters should be submitted to scorekeeper's five (5) minutes prior to the scheduled start of your game. Penalty: one out the first inning.
- c. Free Defensive Substitution (cannot affect the batting lineup).
- d. Each player must play two (2) innings by the fourth inning.
- e. A game can start with 8 players as long as the ninth player arrives within 15 minutes of the start of the game. If ninth player does not show, an out will be taken each time the ninth batter is to appear at the plate.
- f. Players not present when their turn at bat occurs may be removed for the remainder of the game without penalty. The coach has the option of leaving the player's name in the line-up and being charged with an out each time the player's turn comes to bat.
- g. One Offensive time out per 1/2 inning only. One Defensive time out per 1/2 inning only.
- h. Any music played during the game for walk-up or in between innings must be free of explicit language or content.

3. Defensive Play

- a. Defensive teams play with ten (10) players, six (6) infielders and four (4) outfielders.
- b. The outfielders must be a minimum of 20' from any base path when play begins. PENALTY: Defensive coach is warned and the Offensive coach has the option of having a batter return and bat again or take the result of the play. SECOND TIME: Coach is ejected from the game.
- c. An outfielder may only make an out if a pop fly is caught. They must throw the ball to the infield to make the play.
- d. The player pitcher shall keep at least one foot inside the ten (10) foot diameter circle centered on the pitching rubber until the ball is put into play.
- e. Defensive players may not obstruct the runners path when not making an active play on the ball.

4. Scoring

- a. Teams shall not score more than five runs in one inning.
- b. If there are less than three outs when five runs are scored, the teams shall change sides.
- c. A team may score ten runs in the sixth inning.

- d. Tie games will be recorded.
- e. All games played contribute to the team standings.
- f. Game is complete if a team is ahead by 15 runs after three innings, or 10 runs after 4 innings.

5. Base Running

- a. Base runners shall be in contact with the base until the ball is hit.
- b. If the runner does not remain in contact with the base and the ball is hit, runner is out.
- c. If the ball is not hit, runner must return to base and ball is dead.
- d. Once the lead runner and all following runners have been stopped by the defense, the umpire will call "time". At this time the rule will be in effect.
- e. Runners must avoid malicious contact with defensive players. If the umpire determines malicious contact was made by runner, the runner is out and subject to code of conduct.

6. Coaches

- a. Each team is allowed five (5) coaches and each coach is encouraged to wear a team shirt.
- b. Defensive coaches need to be inside dugout, or not beyond the length of the dugout outside.
- c. Offense will have one coach pitching, one in dugout and two as base coaches.
- d. All coaches must pass a background check conducted by the league to be on the field or dugout. If a Team Mom is going to be in the dugout, then she will need to count as one of your 5 coaches.

7. Coach Pitcher

- a. The ball must be thrown overhand and with very little arc. Penalty for excessive arc – Strike on batter.
- b. **ABSOLUTELY NO COACHING FROM THE MOUND.** If a Coach-Pitcher gives instructions to his players, there will be ONE warning per game by the umpire. **PENALTY:** The **SECOND** time the Coach-Pitcher must be replaced. Pitching coach must exit fair territory before coaching any players on base.
- c. All players will get a max. of 6 pitches or 3 missed swings. If the last pitch is a foul ball, the player may continue to hit until they either hit the ball into play or strike out.
- d. As soon as the ball is hit into play, the Coach-Pitcher must leave the field in the opposite direction in which the ball was hit. If the umpire calls "Coach Interference" **IN ANY WAY**, the **LEAD RUNNER** is **OUT** and the remaining runners must return to the previous base occupied.
- e. If a batted ball strikes the Coach-Pitcher, the ball is dead. The pitch will be counted as a **FOUL**, and no runner may advance. The batter must return to bat again.

f. If a live ball hits the Coach-Pitcher in fair territory the ball is dead and the lead runner will be out.

8. Run Down Rule

- a. A ball hit outside of the 1st base baseline must be thrown to the 1st baseman to complete the out.
- b. No player may run to make a tag on a runner unless, in the discretion of the umpire, the play was made as a “natural” baseball play.

9. Substitute Player Rule

- a. If a team is expecting to have fewer players than the number needed to field a full team (10 players), they may pull a player from another team within their division up to 10 players total.
- b. However, that player cannot play the pitcher position or play 1st base and must be put in at the bottom of the lineup for batting purposes.
- c. Player must wear original team jersey during the game
- d. Player must come from your division or age division below.

10. Official Rules

- a. The Official Rules of the SBA will in general follow the rules and regulations of USSSA. The local SBA rules are exceptions to the USSSA rules. If there is a conflict with the USSSA Rules, the local SBA rules shall take precedence. The combination of USSSA & SBA local rules compromises our Official Rules.

11. Recommended Playing Field Distances

- a. Distance between bases – 60 feet
- b. Pitching distance – 40 feet
- c. Home plate to center of second base – 70 feet 8 1/2 inches
- d. Foul Line – 150 feet, Center Field – 200 feet
- e. Pitching Mound – N/A