



CFABA 8U Rules

Summary – all official rules are in the CFABA Rule Book and NFHS Rule Book

Bat Regulation

League	Max Diameter	Max Drop	Approved Certs
4U, 6U, 8U	2 – 1/4"	Any	Any

Field Size

League	Distance between bases	Home plate to second base	Pitching distance
8U	50 feet	71 feet	36 feet pitching

Length of Game

League	Max Innings	Max Time	Max. Runs per Inning	Special Notes
8U	5	2 hours	5	5 th inning is unlimited in playoff games only

PITCHING RULES

1. A pitcher may make 2 appearances.
2. Pitchers may not wear jewelry of any kind, wristbands, or reflective glasses.
3. The pitcher's glove shall be of uniform color, neither white nor gray, and shall not be distractive to the batter. It must be an infielder's or outfielder's mitt (not a first baseman's).
4. Batter hit by pitch allowances:
 - a. Removed from pitching the rest of the inning after hitting 3 batters
 - b. Removed from pitching the rest of the game after hitting 5 batters
5. Mound Visits/Defensive Charged Conferences – 1 per pitcher per inning (more detail in full rules)

B. PITCH COUNT (more details in full rule book)

League	PITCH RANGES					Maximum Daily Pitches
	Minimum calendar day between game days					
	None	1 day	2 days	3 days	4 days	
8U	1 – 20	21 – 35	36 – 50			50

C. LEAGUE SPECIFIC RULES: 8U

1. Base Running:
 - a. Base runner cannot advance until the bat makes contact with the ball.
 - b. No stealing or leadoffs.
 - c. Base runners may not advance on overthrows.
 - d. Play stops after an infielder attempts to make a play on the batter or baserunner.

1. A runner may progress one base at their own peril, or retreat to the previous base with no penalty.
- e. Play stops after an outfielder throws the ball in the direction of second base or towards a base where a play is being made.
- f. A runner may proceed only to the base they are running to (at their own peril), and only if they are more than halfway at the time the ball is thrown.
2. If a ball hits a coach, it is a LIVE ball and play will continue.
3. Neither the infield fly rule, balk infraction, or dropped third strike rule shall apply.
4. Pitching:
 - a. Players shall be allowed to pitch while adhering to pitch counts. These players shall be known as "Player-Pitchers"
 - b. Player-Pitchers shall be able to make only two (uninterrupted) appearances.
 - c. Player-Pitchers are to throw a maximum of 4 pitches to a batter. These pitches must take place at the beginning of the at-bat.
 - d. No walks are permitted. If the batter has not successfully put the ball in play after 4 pitches from Player-Pitchers, their coach may finish the at-bat with 4 additional pitches. If the batter has not successfully put the ball in play after a total of 8 pitches, the batter is out.
5. Defensive Rules:
 - a. A maximum of 3 coaches are allowed on the field to help the defense.
 - b. Any one player may not play one position more than 2 innings in a game except for the catcher, they may play 3 innings at that position.
 - c. A tenth player is allowed on the field and shall take the place of an outfielder. The position shall be that of an outfielder and must remain in an outfielder position until the ball is hit.
 - d. The catcher must throw back at least half of the pitched balls back to the pitcher. PENALTY: Team Manager will be warned by the umpire(s) for first offense then ejected for subsequent offenses.
 - e. You must always have a catcher. In the event that a team only fields 8 or 9 players, the removed positions shall be from the outfield.
 - f. An outfielder may not attempt an unassisted put out of a baserunner (the ball must be thrown to an infielder). The advancing baserunner shall be called safe at that base if it occurs.
6. Offensive Rules:
 - a. If a batter has not hit the ball after 6 overhand pitches, the pitcher may move closer to the batter and pitch 2 additional pitches.
 1. If the last pitch is fouled off, the batter may receive additional pitches until a strike or a hit.