

8U Rules

1. GENERAL RULES

Bases are set at 60 feet. Pitching plate is set at 35 feet. Pitcher's circle is 10 feet.

A time limit of 60 minutes will apply with the clock starting on the coin flip. No new inning will begin after the 55-minute mark.

Time limits may be adjusted if weather is an issue. The final inning must be completed unless the home team is ahead. Coaches should note the game start time in their scorebook.

Games can end in a tie.

Coaches should call time out to discuss issues with the umpires or other coaches by approaching them respectfully.

2. BATTING RULES

Teams bat until they have scored 5 runs or made 3 outs.

Each instructional batter will be allowed seven coach-pitched balls. Exception: An at-bat may not end on a foul ball.

All players present must be in the batting order.

A player arriving after her original first turn at-bat must be added to the end of the lineup.

A batter may not bunt. A batter may not receive a base on balls. If a batted ball hits the coach pitcher, the result is a dead ball, and the pitch is replayed.

An injured player or player that must leave the park for personal reasons is removed from the batting lineup and not considered an out.

An injured player may re-enter the lineup in her original position. Coaches are expected not to abuse this rule. No walks.

3. PITCHING RULES

Coaches may pitch from any spot on, or directly in front of, the pitching plate, including outside the circle if necessary to develop a player's skills and confidence. However, the goal should be player development, not competitive advantage.

Pitched balls must have a flat trajectory.

Once the ball is hit, the coach who is pitching must move out of the trajectory of play.

4. BASE RUNNING

Stealing is not allowed. Batters and runners advance only as a result of a hit ball.

Base runners may leave the base after the ball is hit or passes home plate. A runner that leaves the base early is out.

Injured base runners may be replaced by the teammate who made the most recent out.

Play is stopped when 1) the defense stops the lead runner or 2) after the defense overthrows a base on a legitimate attempt to throw a runner out.

In the event of an overthrow, a batter or runner – at her own risk – may attempt only one extra base. A runner may not attempt an additional base on a second overthrow. Runners less than halfway to the next base can advance only to that base on an overthrow.

Runners more than halfway to the next base can advance to that base and one more on an overthrow.

5. DEFENSIVE RULES

Infield Fly Rule is not in effect.

All players to a maximum of 10 may play defense.

Outfielders must be positioned on the edge of the grass or beyond.

Coaches are encouraged to allow players to experience as many positions as their skill level will allow.

Only the pitcher may be positioned more than 6 feet inside the baselines.

The pitcher (the player, not coach) must be positioned with at least one foot inside the circle. If no circle exists, the pitcher must be positioned within 4 feet of the pitching rubber.

Catchers are expected to assume a crouching position behind home plate.

Two coaches may be in the outfield grass, behind their players, while on defense.