

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 fifteen seconds between plays to position players and offer instructions.

- a. Other than the Coach that is pitching, Coaches must be behind the infielders and make every attempt to prevent play 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 box to assume the same pitch count and ball-strike count as they had prior to the pitch, and all runners returned to the base they occupied at the time of the pitch.

2. Pitching Distance: The marked pitching distance shall be 35 feet, however the coach pitcher just needs to remain inside the circle completely with both feet when delivering the pitch.

3. Player/Pitcher Rules (PP):

- a. The player must be in the pitcher's circle when the ball is delivered.

- b. The player pitcher is allowed to position themselves inside the circle to adjust for the positioning of the coach pitcher.

4. Batters:

- a. There will be no walks.

- b. A batter will be called out after five (5) pitches or three (3) strikes. The umpire will give notification prior to the fifth pitch.

- c. If it's the 5th pitch or if the batter has two (2) strikes, the at bat cannot end on a foul ball. 16 Pitching will continue until the batter strikes out or until the ball is put into play.

- d. No bunting will be allowed.

- e. There will be a 5 run per inning limit on scoring or 3 outs, whichever comes first, before teams switch sides.

5. Base Running:

- 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. Runners must stop at the base they are on or the base they are running to. 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 after 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. Fielders: Every attempt must be made to throw a fielded ball and try to make an out instead of just throwing the ball back to the pitcher to deaden the ball. The throw must be made to the infield.

Examples for 8U Base Running Rules:

EXAMPLE A: An infielder fields a ball and attempts to throw out a player running to second. If the attempted throw is caught - the runner, if safe, must stop at second base. If the attempted throw is overthrown – the runner can advance one additional base with liability to be put out.

EXAMPLE B: An outfielder fields a ball in center field. She attempts a throw in the direction of the infield. The runner is between second and third at the time the attempt is made. If the attempted throw is caught – the runner, if safe, must stop at third base. If the attempted throw is overthrown – the runner can advance 1 additional base with liability to be put out.