



SOFTBALL: Coach Pitch (8U)

- Players: ages: 5, 6, 7, and 8
- This League will be Coach Pitch.
- Each Team must keep score for their team as well as the other team through the use of Game Changer. Recommendation is to select a parent or the dugout coach to maintain.
- Beginning a game: Teams may use a maximum of 10 players defensively.
 - If one team has less than 10 players, a nine-player defensive alignment shall be utilized by both teams.
 - In 10-player alignment, the team is required to have four outfielders in the grass (If the grass is more than 15 feet behind the baseline, players will stand 15 feet behind the baseline).
 - A game may start with a minimum of seven players. That team would skip over the 8th and 9th batting position without penalty. In a game where one team has less than nine defensive players, the opposing team shall utilize nine defensive players.
 - In 8 player or less start, a coach from the opposing team may stand behind the plate to help retrieve the ball for the pitcher.
- Pitching:
 - The pitching rubber will be placed at 35ft
 - There will be a 16 foot diameter circle around the pitching rubber
 - The Coach Pitcher must have both feet inside for the beginning of the pitch
 - The coach pitcher will stay the same for the entire inning, exception: illness or injury
 - The player pitcher must have at least 1 foot inside the circle when the ball is pitched.
- Batting:
 - Each Batter will get a maximum of 5 pitches or 3 swing strikes
 - Exception will be on the last pitch if fouled
 - If catcher catches a foul tip on the 3rd strike the batter is out.
 - NO WALKS!
 - Rule 4.10e (run rule) and Rule 6.02c (one foot in box) are not in effect in this division.
 - All players present shall be in the batting order (continuous batting order) for the entire game (rule 4.04). Free defensive substitution as per rule 4.04. No player shall be excluded from the defensive lineup for consecutive innings.
 - A Batter that accidentally hits the ball twice while in the batter box is declared a foul ball and is not out.
- To stop play on defense
 - The player pitcher must have the ball with one foot inside the circle.

- The coach pitcher must attempt to get out of the way of throws to the player pitcher.
 - When runners stop forward progress towards the next base.
 - When play is stopped and then the ball is thrown to the kid pitcher with one foot inside the circle, no runners can advance.
 - Plays in action will not stop if the ball is thrown to the coach pitcher. If thrown to coach, ball must quickly be given to the closest player.
- Advancing of runners:
 - Play is over once the kid pitcher has possession of the ball inside the circle.
 - On any overthrown ball by an infielder to first base, a maximum of one base may advance.
 - Runners may advance at their own will from a thrown ball from the outfield to the infield until the play pitcher has one foot inside the circle and control of the ball.
- NO BUNTING!!
- Sliding
 - No Sliding into first base
 - No Head First Slides
 - If a player chooses not to slide and makes unnecessary or excessive contact with a defensive player, the runner can be called out at the discretion of the umpire(s).
- A Batted ball hitting the coach pitcher results in a dead ball single
 - All Runners Advance only 1 base
 - If it is deemed that the coach pitcher made no attempt to get out of the way of the ball the umpire can call the batter out and all runners will return to their original base.
- Ending an Inning:
 - An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07). In the instance a team is trailing by more than 5 runs in the last inning, the inning shall be completed in order to allow for maximum playing time for all players. The maximum runs that can be scored per the inning is 5.
 - If the visiting team is ahead by 6 runs or more when the time limit is reached, the home team may bat, but are limited to 5 runs. If the home team is ahead and batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the visiting team is batting when the time limit is reached, they will continue to bat until 3 outs are made or 5 runs are scored. If the home team is ahead after the completion of this inning, the game is over.
- Coaches:
 - Teams may have a **maximum** of four coaches. There must be an adult in the dugout at all times. Teams may place two coaches in the outfield near each foul line on defense provided an adult remains in the dugout. (A thrown or batted ball that hits

an outfield coach shall remain in play.) A team cannot have two adult base coaches if there is no adult in the dugout (Rule 4.05b).

- **Equipment:**
 - Cleats may be plastic or rubber. Metal spikes are not permitted.
 - All Infielder and outfielder safety masks are required. There is no on-deck circle permitted in this division. 11-inch softball shall be utilized.

- **Time Limit/Curfew:** Time limit for all games is 1 hour 15 minutes. Friday and Saturday games will have a curfew of 9 pm. All other games will have a curfew of 8:30 pm. No inning can start after the designated curfew times. The chief umpire should keep official time at home plate. An inning must continue if it begins before curfew. If there is less than 10 minutes left in the time curfew, a new inning will not start and that current inning will finish and the game is over. If a game is tied at the time of curfew, the continuation of that game will need to be scheduled by the representatives of each league involved. If a doubleheader is played, both games will consist of six innings and each game will have a 1 hour 15 minute time limit.

- **Rule 2.00, 3.04, and 7.14 –** For the Regular Season, allows a local league to implement a courtesy runner for the pitcher and/or catcher of record when there are two (2) outs during the Regular Season. In this division, the courtesy runner will be allowed only for the catcher. Because continuous batting order is used, the “courtesy runner” must be the player in the batting order who made the last out. See 7.14(b).

- **Pool Players:** We will follow the Little League Regulation V (Pool players must be noted in the line up and be pointed out at the plate meeting before the game starts. Pool players can play any position, bat anywhere in the lineup and must play at least 9 consecutive outs and bat once).

- **Catcher Back-Up:** One coach for the defensive team may be positioned in the proximity of home plate, in foul territory, for the purpose of expediting play by retrieving passed balls. This coach may not interfere with an attempted play.