



CITY OF LIGHTHOUSE POINT



8U BASEBALL GAME RULES

COACH PITCH RULES:

1. PLAYING FIELD AND EQUIPMENT

- 1.1. Field dimensions: Mound/Base= 38/60
- 1.2. Bat: barrel of bat diameter can be 2 1/4 or maximum 2 5/8. No restrictions on length-weight differential.
- 1.3. Cleats: Metal Cleats are not permitted.
- 1.4. Catchers: Any player crouching behind home plate must be wearing the proper protective equipment.
- 1.5. Regulation League Baseball will be used.
- 1.6. All players are required to wear a protective cup.

2. GAME PRELIMINARIES

- 2.1. A team must have at least eight (8) players present.
- 2.2. Games start at the scheduled start. Teams forfeit 15 minutes after the scheduled start time if they cannot field the minimum eight (8) players.
- 2.3. A maximum of ten (10) players may be placed in the field with four (4) outfielders (LF, LCF, RCF, and RF).
- 2.4. The fielding team may have two coaches in the outfield to instruct their players.
- 2.5. Players shall be given the opportunity to play multiple positions on the field including a balance between the infield and outfield. However, where safety of the player dictates especially at pitcher and first base, coaches should exercise their good judgment when positioning players.
- 2.6. No player may sit on the bench defensively for two consecutive innings
- 2.7. The infield fly rule does not apply.
- 2.8. The umpire will declare the last inning.
- 2.9. Every team is responsible for keeping their own scorebook. The official score sheet/ score card must be signed by a manager or coach from each team and also by at least one umpire.

3. STARTING AND ENDING THE GAME – TIME LIMIT

3.1. A regulation game is 6 innings or 1 hour and 15 minutes, whichever comes first. A new inning starts when the last out is made.

3.2. A legal game lasts at least 4 full innings.

3.3. Base Coaches: There may be adult coaches in the first and third base coaching boxes when the team is at bat.

3.4. 10 runs after 4 or more completed innings or 3 ½ if the home team has the lead at the end of its 4th inning, the game shall be terminated and the team in the lead shall be declared the winner.

4. PUTTING THE BALL IN PLAY

4.1. The end of a half inning will occur when one of the following first occurs:

4.2. Three (3) defensive outs are made.

4.3. When the team batting scores (5) five runs.

4.4. There are no walks in the 8u Division even if 4 pitches (balls) have been thrown.

5. THE BATTER

5.1. A league approved batting helmet must be worn while hitting.

5.2. A continuous batting order will be used (all players bat, regardless of whether they are playing in the field).

5.3. Late arrivals will be placed at the end of the batting order.

5.4. The batter gets six (6) pitches to put the ball in play.

5.5. A strikeout consists of three (3) swinging strikes. A batter may not be called out on a foul ball.

5.6. No bunting during the season

6. THE RUNNER

6.1. If a batted ball hits a runner, the runner returns to the bench and it is counted as a defensive out. The batter is awarded first base.

6.2. There is no base stealing during coach pitch. Players may steal during kid pitch once the ball crosses the plate.

6.3. Batting helmets must be worn while running the bases.

6.4. Interference will not be called unless it is deliberate and/or willful.

6.5. A player who has made an out cannot remain on the base and must return to the bench.

6.6. Base-runners are encouraged to advance as far as possible on hits to the outfield. The play ends when an in-fielder has control of the ball in the infield. The umpire will end the play and does not need the player to call time. Runners on third base who have passed the halfway mark may proceed to home.

6.7. Runners can only advance one base on an overthrow to a base. We want to encourage development of the defense and not penalize them on overthrows at this age.

7. THE PITCHER

7.1. Each coach pitches to his own players. Each team should provide a coach to back-up the catcher and speed up play of the game. Encourage the catcher to make plays whenever possible.

7.2. The adult pitching will pitch the ball with an overhand delivery.

7.3. The coach pitcher shall leave the field of play as soon as a batted ball is in play. The coach pitcher shall remain in foul territory until the play is completed and time called.

7.3. There are no walks even if 4 pitches (balls) have been thrown.

7.4 A dropped third strike, the batter is out.

7.5. The player playing the pitcher position must wear a helmet with a face mask while a coach is pitching.

7.6 The player playing the pitcher position must be positioned in the vicinity of the pitcher's mound before the pitch is thrown. The player cannot be in front of the coach pitching before the pitch is thrown.

7.7. The adult coach must make every attempt to avoid interference with a ball in play.

7.7.1 If a batted ball hits the coach that is pitching, it will be a dead ball and declared a redo. The pitch thrown will not count as a strike or count as one of the 6 total pitches.

8. SAFETY RULES

8.1. No head first sliding.

8.2. No stealing of home is permitted.

8.3. Batter/ runners or base runners may not jump or hurdle to avoid a defensive player attempting to make a play on that base runner.

9. CONDUCT

9.1. The coaches are responsible for the behavior of all assistant coaches, players and parent helpers. Coaches must ensure that everyone is setting a good example for the children. Unruly or argumentative persons will be asked to leave the field immediately.

9.2. Only one designated coach may approach the umpire in between innings to discuss any play or result of a play.

9.3. No smoking is allowed on the field, in the dugout or anywhere on park premises. No alcoholic beverages of any sort are allowed at any park.