

**8U Softball Rules**

**Coach Pitch**

1. Have Fun, Learn the game and respect each other

2) Equipment requirements:

* Facemask are required for all infielders and encouraged for all players
* All batters have to have a helmet with a face guard on it
* Catchers have to be in full Catchers gear (helmet, chest protector, and leg guards)
* 11'' hard softball will be used
* Only ASA/USSSA bats are allowed
* Rubber cleats only
* Jewelry is allowed. 1 necklace and earrings

3) Bases will be 60' and the pitching rubber will be 35' from home plate

4) Coaches must pitch from the rubber and no floating rubber will be allowed.

5) Each batter will get 4 pitches but will still be able to strike out if 3 attempts are made and missed on the 3rd pitch. If the ball is fouled on the 4th pitch the at bat will continue until the ball is put into play or missed. Coaches are encouraged to pitch as flat of a pitch as possible. If the batted ball hits the coach or umpire, then the ball is declared a dead ball and the batter is rewarded 1st base. The other runners can advance 1 base if forced.

6) Game time will be 60min long and no new inning started after 55min

7) The defense will be allowed to have two (2) coaches positioned in the outfield to help instruct the outfielders, and teams should provide one (1) defensive coach at the fence behind the catcher to help keep the game moving.

8) The offense is allowed two (2) base coaches and (1) pitcher. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to plate and give instructions to the batter. This causes delays in the game.

9) An offensive team will be allowed to score of a maximum of 4 runs per inning

10) A team must have at least seven (7) players to start a game to count, but we will never cancel a game due to lack of players. Ten (10) players should assume defensive positions on the field. Each team is allowed: pitcher, catcher, (4) IF and (4)OF

11) Outfielders are not allowed to make out and cannot call time to end a play

12) Teams playing with 7, 8, 9 players shall not incur an automatic out when batting

13) The umpire will declare the play over when the pitcher has possession of the ball within the pitcher's circle and/or the runners stop running. If the pitcher makes a motion to continue play, the umpire shall allow the play continued. If the ball is in play, runners may advance.

14) The umpire will not call a play dead just because a defensive player returns the ball to the coach pitcher. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coach pitchers should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair territory. If a defensive player gives the ball to the coach pitcher during a live play, the play will be called dead, and each base runner will be awarded an additional base.

15) Head first sliding is allowed but not recommended at this age

16) No bunting allow, the batter needs to make a full swing each time

17) No infield fly rule

18) Sit rule: Each player needs to sit once, before another player sits twice. Please rotate

19) Home team needs to keep score on Game Changer

Outside these rules, Eagle Lake follows the Babe Ruth Fast pitch Softball rules