

## Stillwater Softball Club

### 8U Coach Pitch League Rules

1. Teams must have a minimum of 8 players to start a game; otherwise, games will be a forfeit.
  - a. Auto-outs will be called for every empty lineup spot under 10 hitters.
  - b. Auto-outs may be waived by the opposing coach at the plate meeting only.
2. 10 player defense (4 outfielders)
  - a. Player Pitcher must keep 1 foot on or within the pitcher's circle until contact
  - b. Only 6 players on the infield
  - c. Infield is identified as beyond the "skinned" dirt area. Ie "outfielders gotta be in grass".
3. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense. Once stopped on the bases and time is called all base runners may only advance once a pitch has been hit.
  - Example**...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.
  - Example**...A batter/runner that is stopped at 2<sup>nd</sup> may only advance when a pitch has been hit.
4. "Time" will be called when...
  - a. The lead runner is no longer attempting to advance
  - b. While the defense (any player irregardless of position) posses's the ball on the infield dirt.

If a defensive player does not posses the ball or is not on the infield "Time" will not be called irregardless if runners are attempting to advance or not.

**\*Rule 4 Comment:** When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

5. No bunting
6. No stealing
7. 35ft Safety Arc, all infielders must start each pitch behind this line until ball is hit
8. Adult pitcher must pitch under hand from between the front side of the pitchers circle and the rubber at 35 feet (min. age of 16)
9. Batters shall receive a maximum of five (5) pitches or three (3) swinging strikes.
  - a. A batter can not end their at bat on a fouled ball that is not caught (catcher or fielders).
10. No intentional walks
11. 6 run maximum per inning (including the last inning)
12. Game ending run rule is when the trailing team can't tie the game
13. The Adult Pitcher may **NOT** give verbal commands/instruction to hitters and/or runners that provide their team a "competitive advantage" "at any time during their offensive half inning.
14. The Adult Pitcher must vacate the field of play (opposite of the direction the ball has been hit) into foul territory and remain in foul territory until "Time" has been called.
  - b. Defensive players should be taught to never throw the ball to the Adult Pitcher unless time has been called.
15. Outfielders will not be allowed to perform the "traditional duty(s)" of infielders. The intent of this rule is to prevent a team from having a 1<sup>st</sup> baseman playing in on the safety arc (at 30ft) while the right fielder steps up to catch the throw at 1<sup>st</sup> base.