

2016 Bo Reid 8U Coach Pitch Rules

1. No Base Stealing Allowed.
2. Sliding feet first is allowed. No Headfirst Sliding is allowed. First time - the player will be called out.
3. No leading off bases. A runner cannot leave base until the pitched ball has reached the batter. IF the base runner starts for the next base before the ball has reached the batter, an umpire will rule him/her out.
4. A base runner may not advance on an overthrow to any base. We want to encourage the defense to make putouts.
5. There are six (6) innings in a complete game. If for any reason, such as rain, a game must be called, at least four full innings or (3 ½ if the home team is leading) must have been played before the game is official.
6. In the event of a tie score at the end of the sixth inning, the game will go into extra innings and the team, which outscores the opponent at the end of any full inning, with 5 run limit, is the winner, only for the tournament.
7. All players on any team must play at least two (2) innings per game in the field. Batting order is everyone on your roster (15 player max.), and each player in the game must be on the roster unless injured.
8. Ten (10) players make a full team. Because of absenteeism, a team can play with as few as seven (7) players. Outs will be placed in the lineup for missing players before the game starts. If a player arrives late, he/she will be placed in one of the previously placed outs, only for tournaments. A team can play with 9 players without taking an out.
9. The pitching distance from home plate is 32 feet, and a pitching rubber should be located at that distance with a 10' circle around the rubber for the youth pitcher to have at least one foot inside of.
10. The player age limit is eight (8) years old and younger as of April 30th of the current year. Thus, a player can be nine (9) years old only if their birthdate has occurred since May 1st of current year.
11. The underhand pitch delivery may be used and there is no restriction on the speed of the delivery. Overhand pitching will be optional by the adult pitcher.
12. No more than five (5) runs per inning, except the sixth (6) inning 10 runs are allowed.
13. The infield fly rule does not apply.
14. Any player throwing his/her bat should be called out by the plate umpire, after one (1) warning.
15. The team coaches shall flip a coin after the game and the winner gets his/her choice of home, visitor, or preference of dugout. The loser gets alternate choice (this rule will apply if both teams are in the same community).
16. Free substitution is allowed in the field. The team roster remains constant from beginning to end of the game for batting order. Each team should exchange rosters before the game starts.
17. As long as the umpire witnesses a base runner not touching a base while advancing, a fielder may put him/her out by taking the ball and touching the missed base. This play must be made on an errant runner the pitcher delivers the next pitch. A runner who discovers that he/she has

missed touching a base while advancing may return to that base via the base line (no cutting across the infield) and tag the base. However, once a player reaches the dugout they are no longer able to do so.

18. A fair catch is defined by any ball, which is caught in the air before it touched the ground. The ball need not be caught directly in the player's glove to be considered fair. Control of the ball as applies to a forced out, etc., will be decided by the umpire.
19. Bunting is not allowed.
20. Bases shall be sixty (60) feet.
21. Stepping out of the batter's box or on the plate is an out, after one team warning per game.
22. The actual pitcher will be a non-team member. He/she can coach while the ball is in play.
23. If the non-team member touches the ball, the play is dead. The batter must return to the batter's box with the same count as before the ball was hit.
24. Pitches will not count while rule #23 is in effect.
25. Batters and runners may advance as many bases as they choose at their own risk until the ball is secured on the infield (skinned/dirt by a defensive player playing infield). There will be lines marking the halfway point between bases and if a runner has not reached the halfway line when the ball is secured, the runner must go back to the base from which he/she came from.
26. A maximum of 6 players may play on the infield skin/dirt area.
27. Two (2) Coaches can be on the field to coach players, but may not block anyone's view of the play while on defense.
28. No walks allowed.
29. There will be (7) pitches allowed per player and on the seventh pitch, if it is in foul play, the player will get another pitch, or three (3) strikes, for which you would be out.
30. The maximum barrel width for bats will be 2 ¼".