

8U Coach Pitch~ Tourney Guidelines Contacts:

Tournament Director: Philana 505-486-1171 UIC: Albie 505-402-5156

Division Designation

- 8 years of age- Players cannot turn 9 years old prior to May 1st of the league year.

Time limits/Length of Play

- 1 hour 15 min. The length of the game may also be determined by run rule or in the event that 6 innings of play have been completed.
- No new inning will start with five or less minutes on the clock.
- Finish the inning. If the home team is ahead and up to bat, the game will be called when the time expires.

Mercy Rule

- 12 after 3, 10 after 4, 8 after 5

Zero Tolerance

- There will be a zero tolerance for fans or coaches yelling at umpires or tournament officials. The umpire will eject the manager/coaches from the game for misconduct. It is the coaches/managers' job to control their fans. Should this become an issue with a team's fans or coaches the umpire in chief will notify the Tournament Director and UIC. Anyone ejected from a game will be subject to a minimum of a one game suspension, if not for the entirety of the tournament Equipment

Equipment

- Bats: Bats will be of good quality and should bear a USA bat or USSA official 1.15 stamp. The bat length to weight can be -10, -8, -5, -3 BBCOR or one wood/composite wood stick. Bats can be one- or two-piece construction.

General

- Home/Visitor team designation
 - Pool coin flip & Bracket higher seed unless equal seeding then coin flip.
- Scorekeeper provided- Lineup must be turned in 15 minutes before game time and include player first/last name and jersey number.
- Game Balls provided.
- Inclement weather- In the event of inclement weather, the tournament director and/or UIC have the authority to speed up the game in order to finish.
- Participation Rule/ Line Up/Game Roster/Substitutions
 - Teams must have 9 players to start a game. They may finish a game with 8 players due to injury or illness. An out will be recorded in the lineup for the injured/ill player.
 - All team members shall bat in the order submitted to the official scorekeeper. All team members present for games shall be placed on the lineup.
 - Each team will have their line up in to the other team and score keeper 15 minutes prior to game time.
 - Substitutions are allowed only at the half inning unless there is an injury.
- **An inning will be constituted by 3 outs or 6 runs, whichever is first.**
- Speed of Play- Coaches should make every effort to speed up play whenever possible. This means the teams should be taking the field quickly. Umpires will also carry ball bags to ensure faster speed of play on a passed ball or if a wild pitch is thrown with no runners on first and second. Note: Courtesy runner for catchers is allowed with 1 or more outs
- Music: Is permitted, BUT don't abuse it! Must be clean and at a decent level! It cannot cause interference with umpire and coach communications. ZERO Tolerance, if we must warn you, you will not be able to play music for the remainder of the tournament. Questions regarding this rule contact the tournament director directly at 505-486-1171 (Philana)

Coaches:

- Coach pitch only
- The coach must pitch from the pitching rubber.
- The pitching coach must make an effort to avoid interfering with the play. If a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead, and the pitch replayed. If a coach interferes intentionally, the lead runner is out, and the play is replayed. If there are no runners, the batter is out.
- Additional Coaches: a. In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play. The coach pitcher must deliver the pitch with one foot in contact with the pitching plate. The pitching coach/machine pitch coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. All remaining coaches are to remain in the dugout.

Pitching

- Coaches will pitch to their prospective team.
- The coach must be within the pitching circle and throw from a knee or standing.
- Pitches should be flat and not in an arch.

Hitting

- Each team shall list all eligible players on their batting lineup.
- **An inning will be determined by either 3 outs or 6 RUNS!**
- An injured player may leave the game and return. If their turn at bat comes up, the team will take an automatic out should the player not be available to hit.
- A ball that is batted from the pitcher that hits any infield dirt will be considered a single. The batter may not advance past first base.
- A ball that is batted off the pitcher and hits the outfield, in the air, is considered a double. The batter may advance as far as second base on this play.
- Runners on base may move either one or two bases depending on the hit mentioned above. Example: Runner at first base and batter hits a ground ball to the shortstop. It goes through the shortstop's legs. Each runner would be allowed to move one base. Runner at second base: Batter hits a fly ball to the outfield. Both runners are allowed up to two bases.
- Absolutely no walk-up music will be played as the hitter approaches the batter's box.

Defensive Play and Dugout Rules A team may have a manager, three assistants, and a bat boy/girl in the dugout. No other non-players shall be allowed in or around the dugout.

During the tournament, no coaches are permitted on the field except for the base coaches and the coach that is pitching!

Obstruction Rule/Slide Rule In the event a batted ball strikes the coach while instructing defense in the infield, the batter shall be awarded first base and runners on base will move up one base accordingly. A ball that strikes an outfield defensive positioned coach shall result in two bases. Players are encouraged to slide if a play is being made or is imminent at the base they are going into. If the player does not slide and contact is made, it is at the discretion of the coach whether or not the player interferes with the play. If in the umpire/coaches' judgment interference occurred, the player will be called out. There is no mandatory slide rule. If players do slide, they have to slide legally.

Infield Fly Rule There will be NO infield fly rule in effect.

Base Running No Stealing.

Additional Playing Rules

- Coaches will pitch from inside the outlined circle, approximately forty (40) feet directly in front of home plate.
- A ten (10) foot pitcher's circle shall be marked on the diamond. The pitcher must be within the circle when returning the ball to the pitching coach. No other player shall be allowed to return the ball to the coach who is pitching.
- Play is dead when the pitcher has control of the ball inside the pitcher's circle unless the ball is hit to the pitcher.
- If the batter hits the ball to the pitcher and the pitcher elects to hold the ball in the circle thereby stopping the play, each runner in front of the batter will advance one base and the batter will advance to first base.
- Play is dead while the catcher returns the ball to the pitcher after a pitched ball that did not result in a live play (passed ball, foul tip, strike, etc.).
- Play is dead if the ball leaves the playing field as a result of an overthrow. Each runner shall advance one base beyond the base earned prior to stopping the play. It is the umpire's/coach's discretion to the base earned prior to the stoppage of the play.
- Each half of an inning shall consist of three (3) outs or nine (9) batters, whichever occurs first. The half inning is over when the third out occurs or when play is dead after the ninth batter bats. The ninth batter has to touch home plate to kill the play unless already three (3) outs. Hitting rules and runner advancement are outlined above. Batters and runners may either advance one or two bases depending on the type of hit.
- NO LEAD OFFS.
- The batter shall be given five (5) pitches or three (3) strikes, whichever comes first. A foul tip upon the third strike or the fifth pitch shall keep the batter alive.
- The batter shall not advance to first base upon a passed ball on the third strike. The batter is out. Strikes are called at the pitching coach's discretion.
- A foul tip caught by the catcher on the third strike will constitute an out.
- NO BASE STEALING IS ALLOWED. A player may only advance upon a hit ball.
- Tagging up after a caught fly ball or a caught foul ball is allowed. After returning to the base, the runner may advance after the ball is caught at their own risk until the play is deemed dead.
- Upon a hit ball, the base runner may advance at their own risk until the play is deemed dead.
- If the runner is less than halfway to the next base when the play is deemed dead, they shall be returned to the previous base. Umpires' discretion is used in this situation.
- If returning the runner to the previous base results in two runners occupying that same base, the other runner will be returned to their previous base. PLAY IS DEAD.
- The third base dugout is reserved for the home team and the first base dugout is reserved for the visiting team.
- Teams may field up to two coaches within fair territory. One in the infield and one in the outfield. Should a live ball hit one of the coaches in the field, the ball is dead, and all runners advance one base. This is not applicable during tournament play.
- A base runner should slide into every base except first if a play at that base is imminent. Coach/umpire will have discretion on calling a player out for not sliding legally.