

Coosa Baseball Association 8U League Rules

Batters will get 5 pitches, or 3 strikes. If the 5th pitch is a foul ball, the batter will receive an additional pitch or pitches until the ball is hit fair or the batter's turn at bat is completed.

7 run limit per team per inning

Baserunners may not leave their base until the ball is hit.

No infield fly rule.

No bunting.

No DH

No intentional walks

The coach pitcher must pitch with one foot inside the circle. He must leave the field immediately when the ball is put in play. The coach pitcher may not verbally or physically coach. If the coach pitcher is unintentionally struck by a batted ball, the ball is dead and the batter is awarded 1st base. Any baserunners are also awarded one base. If the coach pitcher intentionally interferes with a batted ball, the ball is dead and the batter is out. Any baserunners return to the base occupied at the time of pitch.

The defensive player in the pitcher position may not leave the pitching circle until the ball is hit. PENALTY: The play continues and after the play ends, the offensive team has the option of taking the result of the play or a no pitch. The defensive player in the pitcher position must wear a helmet and/or safety mask and stand on either side of the coach pitcher.

A courtesy runner may be used for the catcher only.

Each team on defense will field 10 players consisting of 6 infielders and 4 outfielders. Outfielders must stay in the outfield until the ball is hit. NOTE: Teams may start with 9 players; however, they must play with 6 infielders and 3 outfielders. If a team drops below 9 players, the game will be forfeited.

If any batter throws/slugs the bat, the team will be issued a warning. The second time it occurs with any batter on that team, the ball is dead and the batter is declared out. All baserunners must return to the base occupied at the time of pitch.

Run Rule

12 after 3 innings

10 after 4 innings

8 after 5 innings