

DIAMOND CLASSIC
8U Coach Pitch Rules
8 YEARS & UNDER

Teams

A team must field 10 players, if available. Six players will play in the infield (including the pitcher's spot), and four will play in the outfield. All outfielders must start behind the 10-foot arc. A team must have at least 7 players to begin a game. No automatic outs will occur. The pitcher (player) must start in the pitcher's circle.

Time Limit

Time limit for each game is one hour and fifteen minutes (no inning starts after 1:15) or six innings (complete game). Forty minutes or four completed innings constitutes a complete game in the event of inclement weather or other cancellations or postponements per tournament director rulings. Home team will be decided by a coin flip. Game clock will start at time of flip.

Batting Order

A continuous batting order will occur. All teams must use the continuous batting order. Rostered players who are present and healthy must play. Coaches may not sit players for the game for the sole purpose of trimming the batting order. Three outs or **7** runs scored will constitute one half inning. During the last inning, unlimited runs may be scored.

Run Rules

15 runs after 3 innings. 12 runs after 4 innings. 10 runs after 5 innings.

Base Running

Runners can advance a maximum of one base on all overthrows. That base is determined by the base occupied at the time of infraction. On batted balls, runners may advance at their own risk **until** the ball is returned to the pitcher in the circle. If a runner is in between bases, and more than $\frac{1}{2}$ towards the next base, he will get that base. A line will exist at the halfway point between each base. If not, he must return to the previous base (unless the previous base is occupied by a previous runner who is over half way to the base).

No leading off or stealing bases is allowed. Runners cannot leave a base until the ball hits the bat. Penalty: Runner is out.

Special Infield Rules

The infield fly rule **will not** be in effect.

Bunts or slug/slash/fake bunts are **not** allowed. Batter must take full swing.

Penalty: Ball is dead on contact OR attempt. Batter is out. No advancement of any baserunners.

Walks

No walks. Each batter will get five pitches to either strikeout or put the ball in play, whichever occurs first. A foul ball on the third strike or fifth pitch is not an out, and the at-bat will continue. Every batter who does not put the ball in play will see five pitches, whether all five are strikes, all five are balls, or some combination. There are not called strikes, only a five pitch maximum.

Fielding Balls

Fielders are not allowed to roll the ball to each other. An attempt to throw must be made. Also, no coach will be allowed to move players in a live-ball situation or interfere with a live ball. If this happens unintentionally, the ball is dead, and all runners get one base. If this happens intentionally, that coach is restricted to the dugout for the duration of the game, and the batter is out. All runners must return to the base they occupied at the time of the pitch. The team that commits this infraction will not be allowed to have a defensive coach on the field for the remainder of that game. Tournament director has the right to remove a coach from the tournament for multiple infractions.

Free Substitution

All players may re-enter the game at any time. Defensive substitutions can be made freely, but the batting order must stay the same for the duration of the game.

Coaches

Defensively, a team will be allowed to have one coach stand behind second base. That coach may not physically move players **during** a live ball situation, and he may not interfere with a live ball.

Offensively, each team must provide one coach to pitch to his/her team. That coach may change at the discretion of the offensive team. If a live batted ball unintentionally hits that coach, each runner gets one base, including the batter. For intentional contact, see "fielding balls" section.

Coach Pitch

Pitching must be done overhand. No underhand is allowed. Coaches can choose to throw from one knee or standing up. Coaches must pitch from within the pitcher's circle.