

8U Coach Pitch

The local league rules found below are intended to modify the [Diamond Youth Baseball](#) rules to accommodate the differences between recreation level and tournament play. Local league rules supersede [Diamond Youth Baseball](#) rules and will govern all [Diamond Youth Baseball](#) coach pitch regular season league games. Unless expressly listed in the local league rules, all other [Diamond Youth Baseball](#) rules apply. Area coordinators reserve the right to make changes to the local league rules during the season should unique situations warrant or clarity is needed by a consensus vote.

DUGOUT ASSIGNMENT

Home teams will occupy the third base dugout and visitors shall occupy first base dugout with spectators encouraged to follow suit by sitting on the same sideline.

REGULATION GAME

A regulation game will consist of 5 innings or the time limit one hour and a half, whichever comes first.

TIME LIMITS

No new innings will begin after 1 hour and 30 minutes from the *scheduled* start of the game. The scorekeepers for each team are the official timekeepers of the game. **HARD TIME LIMIT:** All play shall be suspended at 8:00pm on school nights regardless of where the game stands in terms of completion. Should the hard time limit come into play in a score game, the game score will revert back to the last complete inning unless the home team is ahead in the bottom half of the inning.

COMPLETE GAMES

A game is considered complete after the 2nd complete inning or the time limit has expired.

INTERRUPTED GAMES

In the event a game is suspended for a weather-related, darkness or legitimate reason other than the time limit, the game will be resumed later unless considered complete as listed above. Interrupted games will resume from the point at which the game was suspended per rule 4.10(a)(7).

HOME TEAM RESPONSIBILITIES

Provide two new game balls for play and have the ability to provide additional game-worthy balls should those become unusable. Provide an official bookkeeper for the game. The home team bookkeeper is the official scorekeeper for the game and should communicate with the visitor scorekeeper *after each half inning* to confirm accuracy of the official book.

UMPIRES

RAYBA Rules

Updated: 1/21/2026

When no umpire is assigned or present, coaches will be used as umpires for all games. The coach pitching will make all calls in the field of play with a defensive coach assisting.

EQUIPMENT

Bats: All Baseball stamps (ex: usa, usssa) bats are permitted for league play. Tball stamped bats are permitted. All bats must be a drop -8 or higher. All barrel sizes, including 2 $\frac{3}{4}$ barrels, are approved.

Balls: An AD Starr Safety 5 or age-appropriate equivalent is required.

Protection: Catchers must be dressed in catching gear when fielding this position. They can stand at the backstop or crouch behind the plate. Pitchers are required to wear a helmet with a facemask when fielding this position. All batters must have a helmet with a facemask.

PITCHING

The coach of the batting team will pitch to their own teams' players with an emphasis on encouraging contact by batters. The speed thrown to batters is at the discretion of the coach granted the pitch is thrown from at 30' and in an overhand motion. Throwing from knees is accepted.

BATTING

All players present from the official team roster will bat in a continuous batting order throughout the game with no penalty for fewer than 9 batters. See Dixie Youth Rule 3.03(d)(2) for complete details. Each batter will receive five (5) pitches to put the ball in play. If the fifth pitch is a foul ball, one final courtesy pitch will be thrown to the batter. Batters *can* strike out prior to the pitch limits on three swings and misses. Foul tips do not count against the strike count, but do count against the five total pitches. There are no walks. Batted balls must go beyond the plate arc to be a hit with balls not crossing the arc deemed a foul ball. **Propose to change to "A team's turn at bat will conclude when seven batters have attempted to put the ball in play, the defensive team records three outs (including strikeouts), OR the batting team scores five runs.** There is a five run limit per inning.

THROWN BATS

If a player throws his/her bat, whether on purpose or accidental, the team will receive one warning. After that, each subsequent thrown bat will result in an automatic out.

BASERUNNING

Base runners must remain in contact with the bag until a ball is put into play. Stealing is not permitted. **On an overthrow to first base, runners can advance one base at their own risk; similarly, if a play on a batted ball results in an overthrow to second, third, or home, runners may advance one base, but they do so at their own peril.** If a fair batted ball hits a coach in the field of play, all runners may advance one base from their spot at the time of the incident. The infield fly rule is not in effect. If a baserunner is on the bag and hit with a batted ball, the player is deemed safe and can remain a baserunner.

DEFENSE

RAYBA Rules

Updated: 1/21/2026

Each team will field the normal 9 defensive positions but may play with as few as seven defensive players if no others are available. All outfielders are required to remain in the grass area until a ball is put into play. All infielders are required to remain behind the baseline until the ball is put into play. The pitcher fielding position must remain even with the coach-pitcher until the ball is put into play. The catcher must remain in foul territory behind home base until the ball is put into play. Defensive substitutions are required for any available player during the next inning meaning no player may remain on the bench for consecutive innings. Defensive teams may elect to use up to three extra outfielders, granted the defenders remain in the grass area until a ball is put into play.

ENDING A PLAY

A play ends, or “dies”, when the ball is in possession of a defensive player inside the pitching circle. If a runner hasn’t made it to the base by the time the play dies, the runner must return to the previous base.

PLAYING SHORT

Teams must be able to field a minimum of 8 players to begin play. Teams will be provided up to 15 minutes from the original start time of the game to field this number. Teams which are unable to do so will be required to forfeit the game. Teams must maintain at least 7 available players to continue a game under any circumstances. Teams may borrow players from other teams when they know ahead of time they are playing short. When borrowing a player from another team, said player(s) have to play in the outfield and bat at the bottom of the order. You must have at least 7 players and less than 9 in order to borrow from another team. You may only borrow a player from within the same rec club and same division, but not the opposing team. The coach needs to notify the other team’s coach prior to the game and document it by email to his/her baseball director.

COACHING

Two coaches are permitted and encouraged for both offense and defense during play. The offensive coaches will occupy the normal coaching boxes at first and third base. The defensive coaches should be located in foul territory at the edge of the outfield grass beyond the coach’s boxes.