



HUNTER YOUTH RECREATION ASSOCIATION
2015 Hunter Rules
8U COACH PITCH RULES



1. A field team shall consist of 10 players.

2. A coach will pitch to his or her own player.

Each player will receive 5 pitches or 3 strikes. If the 5th pitch is fouled off the batter continues the at bat. (Meaning that you can't foul out) A ball hit that strikes the coach will be considered a dead ball. The batter will replay their at bat and all runners will return to the base they occupied prior to that play. If this happens on the fifth coach pitch, another pitch will be permitted. The defensive player must remain on the pitching rubber line even with the pitching rubber in a position to make a play in the event the ball is hit in their direction

3. Outfielders must remain in the outfield grass until the ball is hit.

4. A runner cannot leave the base until the ball is hit. If found to leave "early", as determined by the umpire, the runner will be called out and the ball is dead.

5. A full swing must be taken at all times. A half swing will be called a dead ball strike. A half swing on the fifth pitch is an out.

6. The catcher must wear FULL catchers gear and position himself in a traditional catchers position.

7. If the ball is thrown from the field of play, the "one plus one rule applies". If this occurs during the "last batter", the offensive coach may allow the play to stand with the "one plus one rule" or may have all runners return to their original base and the last batter will bat over (with same count as before hit).

8. The infield fly rule does not apply.

9. Time Out Rule: Play continues until the umpire calls "time". This is done when, in the opinion of the umpire, the defensive infield player with the possession of the ball and in fair territory. This player (with the ball) will request "time" but play will continue until the umpire grants that request. A 30-foot hash mark will determine if the runner may advance to the next base or if they must return to the previous base. Hash marks are between 1st and 2nd, 2nd and 3rd and 3rd and Home.

10. A team is permitted to bat until there are 3 outs or until the offensive team bats the 10th batter in the continuous batting order. In the case of "batting around", the team at bat will notify the defensive team when the "last batter" comes to the plate. This creates a two out situation. The inning ends when: 1) the defensive team executes an out. Or 2) the defensive team touches home plate while in possession of the ball before the last batter scores, or 3) the last batter scores before any defensive play is made. 6th inning is unlimited runs, must get 3 outs.

11. A player throwing the bat after hitting the ball will be called out and the ball dead.

12. A 12 after 4 and 10 after 5 "Run-Rule" is in affect.

13. Games will consist of (6) six innings or 1:30 time limit. No new inning will be started after 1:30 of play. There can be ties in the pool bracket.

14. Pitching Coach CAN NOT coach from the mound after a pitch it thrown and the ball is in play. He is asked to walk off the field into foul territory. Pitching Coach must throw from the rubber.