

# GFABSA Tournaments

## 8u Coach Pitch General Rules:

1. **IF Necessary:** GFABSA Tournament Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
  1. **Time Limits:** 8u = No new inning after 1 hour 30 minutes
  2. **Innings Played:** Will consist of 6 innings.
  3. **Pitching Distance and Base Lengths:** 40' w/ 8 foot circle to designate pitcher area. Coach must have one foot inside circle when pitching. 60' bases.
  4. **Malicious contact:** At any base is forbidden (umpire's discretion).
  5. **Mercy Rules:** 15 after 3 Innings or 8 runs after 4 innings (Home Team Bats if Behind).
  6. **Run Rule:** Maximum of 8 runs allowed per inning, except unlimited in last inning.
  7. **Bat Rules:** Bring It – Swing It!
  8. **Cleats:** Plastic or rubber cleats only.
  9. **Courtesy Runner:** You may use a courtesy runner for catcher any time. This must be someone from your bench. OR if you're roster batting it would be your last recorded out.
  10. **Reporting Scores:** Each coach is required to bring a signed scorecard to the designated location at the end of each game, within 10 minutes of game completion. Score discrepancies will revert to the scorebook of the home team. It is your scorekeeper's responsibility to ensure accurate scores are kept on an inning by inning basis.
  11. **Completed Game:** For inclement weather purposes a game is complete after 3 innings.
  12. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught.
  13. **Point System For Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers;
    - Wins-Loss Record
    - Head to Head (Only If 2 teams Tied)
    - Fewest Runs Allowed
    - Highest Total Run Differential
    - Runs Scored
    - Coin Flip

#### 14. 8u Coach Pitch Specific Rules:

- A batter will be allowed 5 pitches or 3 strikes (whichever comes first). If the batter does not put the ball in play on the 5th pitch they are declared out. A foul ball on the 5th pitch awards them 1 more pitch (all 3<sup>rd</sup> strike foul balls).
- No stealing, bunting or leading off. Players leave the base when the ball is hit. If a player leaves early, the 1st offense is all runners are sent back to their original base and a team warning is issued. On the 2nd offense, the runner is called out and all other runners return to their original base.
- A batted ball that hits the adult pitcher will be declared dead and all runners return to the original base and pitch is played over. The count is resumed as if the pitch did not happen.
- **Play will stop when throw to pitching circle is made by an infielder and/or the ball reaches pitching circle. Pitching coaches are to make every effort to catch balls thrown by infielder to circle area. If a throw by an infielder is not caught by the position pitcher or pitching coach the throw must be an obvious attempt to circle in order for play to stop. Pitching coaches are to not catch throws made to circle from an outfield position player. If a throw from an outfield position player is made to circle it must be caught by position pitcher or player. Play will then stop when throw to pitching coach made.**
- Hash marks will be between each base. When the umpire declares the ball dead he will make judgement on awarding baserunner bases. If runner is passed hash mark they are awarded the base they are headed to. If runner has not passed the hash mark they return to previous base. Umpires judgement is final. If a player calls time and umpire declares play dead at that point no other plays count. EX: player calls time and is awarded by umpire then throws a runner out. The dead ball stands, and the runner is not out.
- 8u coach pitch will use a maximum of 10 defensive players. Coaches cannot be in the field of play on defense. Only 1 coach allowed out of the dugout during play. All other coaches must remain in the dugout.
- Coaches must have one foot inside pitching circle when pitching. When coach is pitching the youth pitcher must also have one foot inside the pitching circle when pitch is thrown.
- Substitution: If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter game.
- Team can play with as few as 8 players without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.

#### Eligible Age of Players (Current Season)

- May 1, 2022