8U - T-ball/Coach Pitch Rules

1. **Age Limit:** Player must NOT be 9 before January 1, 2026.

2. **Ball:** Soft (cloth) 11- inch RIF softball.

3. **Bat:** Only t-ball, or softball bats may be used.

4. **Shoes**: Rubber cleats or turf shoes only. NO metal cleats.

5. **Scoring**: Score is kept during the regular season and tournament play, Report scores after each game to Carrie Trompke by emailing to: **southcentralsoftball@gmail.com.**

6. **Helmets:** Batters, on-deck batters, runners, and batboys/girls must wear a helmet with a face mask.

7. **Umpire**: Home teams furnish umpires and game balls. Two umpires are required for all games. Umpires need to know the rules. Give them copies of all the rules for each age group prior to umping.

8. **Outs:** No record of outs.

9. **Safety Base:** All towns must have a safety base at 1st base.

10. **Cancellations**: Notify town coordinators of visiting teams for any games you need to cancel by 2:00 p.m. on game day.

11. **Field:** Bases are 50 feet.
    a. Arc is 25 feet from the back point of home plate.
    b. Pitchers Circle is 16 feet in diameter around pitchers mound. Hash Marks are 25 feet and placed between 1/2, 2/3, 3/home. Pitchers Plate is at 35 feet.
    c. Tee sits on home plate to hit ball off of.

12. **Length of Game:** Three (3) innings constitute a game. The game can be called an official game after two (2) complete innings or 1 1/2 innings if the home team is ahead. No new inning will start after One Hour and Fifteen Minutes of game play. Time starts at the first official pitch of the game. Next inning starts with completion of the third out.

    Tournament: No new inning will start after 60 minutes.

13. **Ties**: The game may end in a tie.

    Ties Tournament: The next five batters will bat for each team.

14. **Playing Time:** Each player must play at least 1 inning defensively (must play either the first or second inning.)

15. **Number of Players:** Each team shall field 12 players. Minimum on team 10. May play with eight players. Seven players or less games are forfeit. For example, Team A has 12 players and bats 12. Team B has eight players so they would bat 8 + 2 then take two outs.

16. **Number of Fielders:** 12 defensive players
    Infielders: Defense consists of 7 infielders (pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop between 2nd and 3rd, and rover between 1st and 2nd.) Infielders must play their positions and not up on the arc until the ball is hit. Infielders must play in front of the baseline so they don't interfere with base runners. Shortstop and rover players must stay behind the pitcher until the ball is hit.
    Outfielders: The outfielders must remain behind the baseline until the ball is hit.

18. **Substitution:** Free substitution or reinsertion into the defensive field is legal.

19. **Number of Batters:** The game is played with an equal number of batters. Decide before the game how many batters both teams will use. A continuous batting order must be followed so everyone bats each inning. The batting order does not start over each new inning. The player following the last batter from the previous inning will begin bating the next inning.

20. **Last Batter:** The offensive coaches must clearly notify the opposing team of their last batter. On the hit all runners advance until 1.) the lead runner is tagged out. 2.) a player with the ball touches home plate. If the last batter hits a fly and it is caught - the batter is out and the play and inning are over. Only 3 players may be inside the arc when the runners are trying to reach home on last batter - the catcher, the person running the ball in, and the backup player to the catcher. If more than three defensive player crosses the arc on last batter, all runners will be declared safe at home and their run counts.

21. **Ending a Play:** The play ends when the ball crosses the ac or if the pitcher (player not coach) has control of the ball in the pitcher's circle.

22. **Base Runners**: No stealing. Must stay in contact with the base until the ball has been hit. Leaving the base too soon is a judgement call made by the nearest umpire. Teams get 1 warning for the entire team - the next time it happens the runner will be called out. Runners return to their previous base and the batter hits the ball again. When runners have advanced as far as possible without being put out - the umpire shall call time - the ball is placed on the tee for the next batter. The base runner must be 1/2 way to the next base before the ball crosses the plane of the arc or the pitcher has control of the ball in the pitcher's circle, enroute to home plate (hashmarks are marked for this purpose) or else they must return to their previous base.

23. **Batting Attempts**: The batter will get 4 attempts to hit the ball off the tee and/or a pitch from the coach. A batter can take all four attempts via the tee or all four attempts via a coach's pitch or any combination of both. If there is not a legal hit after the 4th attempt - the batter will be out. If a batted ball hits the adult coach that might be pitching - it is considered a dead ball and a re-pitch will be honored without the pitch counting as 1 of the 4. Any contact with the ball counts as an attempt, including practice swings. The coach pitchers must start with one foot in the pitchers circle.

24. **Throwing the Bat:** Any player excessively throwing the bat will be warned 1 time. The next offense will result in an automatic out!

25. **Fly Ball**: A fly ball caught in any area - including inside the arc - is an automatic out and retires the batter. Runner MAY tag up after the catch and advance. The runner can be called out if they did not tag up before advancing.

26. **Infield Fly Rule**: There is none.

27. **Catcher:** Must wear a helmet with a face mask.

28. **Pitcher**: Must remain inside the pitching circle until after the ball is hit.

29. **Fielding the Ball inside the Arc:** It is illegal for the defense to field a grounded ball inside the arc. If so - a dead ball is called. It does not count as 1 of the 4 attempts. The ball is to be considered foul if it does not cross the arc. Each foul ball in the arc or regular foul ball counts as 1 of the 4 attempts. In the case of a slow-moving ball - players should let the ball come to them. If the base runner passes the arc before the ball does - which gives the runner the advantage - a foul ball should be called. If the ball crosses the arc, then rolls back inside the arc it is a live ball.

30. **Bunting:** Not allowed.

31. **Unsportsmanlike Conduct:** Will not be tolerated by players/coaches/fans. After a fair warning by the umpire - anyone can be dismissed from the game or asked to leave the field. If ejected from a game - a mandatory 1 game suspension the following game will be served. They may NOT be present at the game at all. If there is any unsportsmanlike conduct by any players, coaches or umpires please contact the league coordinator, Sara Wells 308.830.2899 after the game.

32. **Coaches:**
    a. can help a batter adjust their stance then give them room to hit
    b. can instruct their players from their 1st or 3rd base coaching positions (box)
    c. will NOT touch a player OR interfere with a play
    d. if pitching - must keep 1 foot in the pitching circle at the time of release
    e. 1 coach may be on the playing field with the defensive team & may roam behind the baseline as needed to help their players be aware of situations and how to respond to them.

33. **Make Up Game:** Rain out games will be rescheduled (teams involved will decide a new date). Make a honest effort to make up games. If a team forfeits it will be recorded as a 1-0 win for the opposing team. If a game was called due to rain and was not an official game at the point it was called - start a new game on a re- scheduled date. If for any reason a team cannot play they must make reasonable efforts to reschedule. Rules committee has final say on any dispute.

34. **Protests:** Teams must notify the League Coordinator of any protests within 24 hours of the game.

35. **Player Availability**: A player can only play on 1 team in the South Central Nebraska Softball League per age group for regular season and tournament play. (Example: If Cambridge has 2 8U teams -

Team A and Team B. Staci can only play on Team A and never play for Team B.) However, she can play up with their 10U team if they are short players.