

# Player Pitch 8-10 Year Old Rules



## General Game Rules

1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs or 5 runs, whichever comes first.
3. Bats must be kept within the dugout. There is no on-deck area. **Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.**
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or no new inning can begin after 1 hour and 30 minutes. Games CAN end in a tie.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. An 8 player minimum is required to field a team. You can pick up players from other Cedarburg fall ball teams of the same age. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
10. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (**this rule applies for any time thereafter 3 ½ innings**) they don't bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4<sup>th</sup> inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
11. There is NO infield fly rule.
12. We suggest all boys wear protective athletic cups.
13. The coach of the batting team will call balls and strikes from behind the pitcher while the coach of the fielding team will be the base umpire. Each will switch at the end of each half inning. We have a shortage of umpires for the fall. We will provide an umpire if we have one available to work. Most games will have the coaches calling the game at this division.

## Running

14. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
15. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
16. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
17. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

## Pitching

18. Pitching rules for **player pitch**:
  - a. There will be strikeouts and walks using player pitch. The mound will be placed at 46 feet. This is from the back tip of the plate to the front of the rubber.
  - b. When using player pitch, there are 2 walks per inning per team, after that, once 2 walks have been given, and the count goes to 4 balls, the coach for the batting team will come in and pitch to that batter, until he/she is either out or gets a hit. Then the pitcher will come back in to pitch to the next batter, and if that batter gets to a 4 ball count, then the coach will come in and pitch to that batter until he/she is out or gets a hit.
  - c. If a pitch from another player hits the hitter, the batter receives first base and it does NOT count as a walk for that inning. If a player hits three hitters in any inning, a coach will come in to pitch and finish the inning. If a coach hits a player, they do not receive first base.

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- d. When using player pitch, the following pitch count rule will be used. Each team coach will designate a parent to keep a pitch count.  
Pitchers are limited to 2 innings OR 75 pitches whichever comes first.
- e. Pitchers of this age must adhere to the following rest requirements:
  - 66 or more pitches in a day = four calendar days of rest
  - 51-65 pitches in a day = three calendar days of rest
  - 36-50 pitches in a day = two calendar days of rest
  - 21-35 pitches in a day = one calendar day of rest
  - 1-20 pitches in a day = no calendar days of rest
- f. If a pitcher pitches 41 or more pitches in a game they cannot play the position of catcher that day.
- g. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- h. A pitcher once removed from the mound cannot return as a pitcher.
- i. A player may not pitch in more than one game in one day.