



5U-8U COACH PITCH RULES:

1. A BASE RUNNER IS OUT FOR LEAVING THE BASE BEFORE THE BALL IS HIT.
2. STEALING IS NOT ALLOWED.
3. 10 PLAYERS WILL PLAY IN THE FIELD WITH 4 OUTFIELDERS. THE 4TH OUTFIELDER MAY NOT ASSUME AN INFIELD POSITION. ALL OUTFIELDERS MUST STAY BEHIND THE BASELINE.
4. THE BATTING ORDER SHALL CONSTITUTE ALL PLAYERS ON THE TEAM ROSTER AT THE BEGINNING OF THE GAME. LATE ARRIVALS MAY BE INSERTED AS THE LAST BATTER. ALL PLAYERS ON THE ROSTER MUST BAT BEFORE RETURNING TO THE TOP OF THE ORDER.
5. A MAXIMUM OF 7-RUNS PER INNING OR 3 OUTS INCLUDING THE LAST INNING. THERE IS NO OPEN INNING.
6. FREE SUBSTITUTIONS ON DEFENSE, BATTING ORDER MUST STAY THE SAME.
7. NO BUNTING.
8. DEFENSIVE COACHES ARE NOT ALLOWED ON THE FIELD OF PLAY AND MUST COACH FROM THE DUGOUT.
9. UMPIRES WILL CALL TIME AFTER EACH PLAY AND DECLARE THE BALL DEAD. TIME SHOULD BE CALLED AS SOON AS THE LEAD RUNNER IS NOT TRYING TO ADVANCE.
10. COACHES ARE ALLOWED 3 DEFENSIVE CONFERENCES PER GAME.
11. ONLY ONE COACH CAN BE OUTSIDE THE DUGOUT DOOR WHEN THE BALL IS IN PLAY.
12. COURTESY RUNNERS ARE ALLOWED ONLY FOR THE CATCHERS, IF THERE IS 2 OUTS.