

Triway Recreation 8U Coach Pitch Rules

*Updated 2026

1. Player Eligibility & Game Setup

1.1 Players may not attain the age of nine (9) before **May 1st** of the current season unless they have been granted a grade-level exemption by the league.

1.2 A game may begin with a minimum of **eight (8) players**.

1.3 Late-arriving or newly added players may be added to the **end of the batting order**.

1.4 All players present will bat in the starting lineup.

1.5 If a player is injured and cannot bat, the player is **skipped in the lineup and is not an out**.

2. Game Length, Runs & Mercy Rules

2.1 Games are **six (6) innings or 1 hour and 50 minutes**, whichever comes first.

2.2 A maximum of **five (5) runs per inning, per team** may be scored in innings 1–5.

2.3 The **6th inning has no run limit**.

2.4 Mercy rule:

- **15-run lead after 4 innings**
- **10-run lead after 5 innings**

3. Pitching & Batting Rules

3.1 An adult pitcher must pitch from **inside the pitching circle**.

3.2 Each batter is allowed a maximum of **five (5) pitches**.

- If the batter fails to hit a fair ball after five pitches, the batter is out.
- Fouls on the fifth pitch and any subsequent pitches do **not** count against the pitch limit.

3.3 There is **no infield fly rule**.

3.4 There are **no bat restrictions**.

4. Safety Equipment & Player Conduct

4.1 All batters must wear helmets.

4.2 On-deck batters must wear helmets.

4.3 No throwing of bats.

- One warning per team
- Each additional violation results in the batter being called out

4.4 Sliding into first base is not permitted.

Any runner who slides into first base will be **automatically called out**.

4.5 If a runner does not slide and **obstructs a defensive play**, the runner will be called out.

5. Base Running Rules

5.1 No stealing. Runners may not leave the base until the ball is hit. Lead-offs and delayed steals are not permitted.

5.2 On any **infield error or misplay**, runners may advance **only one base**.

5.3 On an overthrow that remains in play, runners may advance **one additional base only**. Once the runner reaches that base, the ball is dead.

5.4 If an overthrow goes out of play (dugout, fence, bench, or equipment area), runners are awarded **one base from the last legally occupied base at the time of the throw**.

5.5 Runners may not advance on throws made back to the pitcher for the purpose of stopping play.

5.6 Continuous running due to multiple defensive errors is **not permitted**.

6. Dead Ball Situations

6.1 The ball is dead when a defensive player (typically the pitcher) has control of the ball in the infield and makes an obvious attempt to stop play (holding the ball still or raising hands). Runners must stop at the base they are advancing to or return to the last base touched.

6.2 If the defensive player with control attempts to make a play on a runner, the ball remains live.

6.3 The ball is dead if a coach enters the field of play to assist a player or touches the ball or a player during live action.

6.4 The ball is immediately dead if it leaves the field of play or enters a dugout, bench area, or equipment area.

6.5 The umpire may call time for safety concerns, injury, confusion, or loose equipment.

7. Coaches, Umpires & Game Administration

7.1 Coaches are responsible for the conduct of their players and parents.

7.2 Assistant coaches must keep catchers ready to ensure timely game play.

7.3 Umpires and their calls must be respected at all times.

7.4 Both teams are required to keep a scorebook.

The winning team must submit the final score **immediately after the game via GameChanger**.

7.5 Teams should be ready with players and equipment **15 minutes prior to scheduled game time**.