

## 8U Coach Pitch Softball State Tournament Rules — 2026 Season

### Tournament Basics

- A time limit of one hour and thirty minutes (1:30) will be used for all games until the semi-final and championship matchups. The two semi-final games and the state championship game will not use a time limit. The time limit is finishing the inning; there will be no drop-dead time limit.
- Each game will be a six-inning contest. If the game is tied at the conclusion of six innings or at the conclusion of the time limit, Little League tiebreaker rules will be used. The seventh inning will start with a runner on second base and no one out.
- Each game will have a run rule which will be fifteen after three completed innings (two and a half if home team is ahead) and ten after four completed innings (three and a half if home team is ahead).

### Defense

- Each team must field at least nine players on defense with a maximum of ten. This includes four outfielders, and six infielders. All ten players must be in their respective positions until the pitch crosses the plate, meaning there is no shifting. The designated catcher must wear full gear, including a throat guard. The pitcher must be behind the pitching coach and have at least one foot inside the chalked circle until the batter hits the ball.

### Gameplay

- The use of machines and tees in this tournament are not allowed. The format of play will be coach pitch, and the gameplay rules will be as follows:
  - Each batter will receive five pitches or three strikes unless the last pitch is fouled off. A batter cannot be put out on a foul ball.
  - There will be no walks. Each batter must either hit the ball or strike out.
  - A caught third strike by the catcher results in an out. However, the catcher does not have to catch the third strike and there will be no advancement on a dropped third strike.
  - If a batted ball hits the pitching coach, it will be considered a foul ball. If the umpire decides that the pitching coach intentionally interferes with the batted ball, the batter will be called out, and no runners will advance.
  - Once the pitching coach is on the rubber ready to deliver the pitch, he cannot provide any base-running instructions to the batter or base runners until the next play is over.
  - The pitching rubber will be set at thirty-five (35) feet. The pitching coach must start with at least one foot in contact with the rubber.

- Each team will bat until there are three outs in the inning or an inning run rule of six runs has been reached. The inning run rule is only applicable in the first four innings of the contest, the fifth and sixth innings are unlimited. The offensive team will bat until three outs have been made.
- Each team must bat their full roster with free defensive substitutions. There will be no on deck batters permitted and players must remain inside the dugout while on offense.
- Bunting is not allowed. An intentional bunt will result in a called strike, including the third strike which will result in an out.

### **Coaching**

- Coaching staffs must remain in the dugout while on defense. Three offensive coaches will be allowed on the field when their team is on offense, these coaches include the first base coach, the third base coach, and the designated pitching coach. Each team can have a maximum of four coaches on the field; this includes during pregame warmups. One coach must always stay inside the dugout. While on defense, teams can choose to have one coach in foul territory on each side of the outfield grass.

### **Finishing the Play**

- Time will be called when, in the judgement of the umpire, the forward process of the lead runner has been stopped. Time will not be called simply because the fielder has the ball and is requesting time. If the lead runners pause or stop at a base, the umpire may judge that as stopped forward process and call time. If the runner is halfway between two bases when time is called, the runner advances to the next base if not occupied.

### **Overthrow Rule**

- Runners have the choice to advance one base on an overthrow from an infielder to any base. The overthrow rule will not be in effect if the batted ball goes into the outfield grass without being touched by an infielder. There is only one overthrow per play. Once an overthrow is acknowledged and the runners advance as far as they are allowed, the play will be dead. Runners advancing are still at risk of being put out but will be protected after they contact their farthest base.
- Examples:
  - Runner on first, ball is hit to third base, the player playing third base overthrows second base; the runner on first will have the choice to advance to third base and the batter will have the choice to advance to second.
  - Runner on first, ball is hit through the infield to the left fielder, the left fielder overthrows second base, there is no overthrow called and the play will continue until forward process of the lead runner is stopped.

- No one on base, ball hit to shortstop, the shortstop overthrows first base, the player playing first base gets the ball and throws to second. The batter has touched second base but overruns the base and is tagged. The play is dead, and the batter stays on second.

### **Tournament Organization**

- These tournaments will be run solely by the tournament committee listed below, and any protests will be made to the tournament director and will be ruled on by the tournament committee.
- These tournaments will be double-elimination format, all home teams will be decided by coin toss. The coin toss can be administered by any member of the tournament committee. Please ensure you are in the correct dugout based on your coin toss result. Good sportsmanship is expected by all players, coaches, and spectators. Umpires reserve the right to eject any player or coach for any unsportsmanlike conduct. Tournament or league officials have the right to eject any spectator for any unsportsmanlike conduct. The official Little League rules govern play.

### **Tournament Committee**

- Logan Johnson, Tournament Director
- Matt Trueblood, Assistant Tournament Director & Umpire-in-Chief
- Richard Williams, Assistant Tournament Director
- Brianne Thrasher, Assistant Tournament Director