

2026 MMPL 8U Coach Pitch Rules and Recommendations

A. Batting Rules:

- a. Each batter will start with a 0-0 count.
- b. There are no walks or hit by pitches.
- c. Strikes and balls will be determined by the umpire on non swings.
- d. Batter will be out on 3rd strike swinging or called strike.
- e. Bunting is NOT allowed.

B. Pitching Rules:

- a. Coaches should stand at the pitching mound area.
- b. The pitches should be thrown overhand.
- c. Throwing from a knee is permitted.
- d. When the coach pitches, the defensive pitcher must stand immediately either to the left or right of the coach. The defensive pitcher must stay even with the coach and be no closer to home plate.
- e. The pitching coach is considered part of the playing field. If a batted ball hits the pitching coach, it is considered a live ball.

C. Base running rules:

- a. Batters & runners will take one base on infield hits, but can be thrown out.
- b. On overthrows, players stay at their occupied base.
- c. Players may take more than one base on hits that reach the outfield, but runners stop at closest base once the opposing team has possession of the ball in the infield, raises hands and calls timeout. Meaning, the outfielder can throw or run the ball into the infield, either way, play stops once a player calls time and/or holds his hands up on the infield.

D. Coaches:

- a. Batting Team – Coach Pitcher, plus 1st and 3rd base coaches.
- b. Fielding Team - 1 or 2 outfield coaches to help position kids, as well as a coach near home plate, to help fetch any missed pitches by the catcher (should help the game move along quicker).

E. Game Rules:

- a. 6-innings or 90-minute limit, whichever occurs first.
- b. 5-run limit per inning, including final inning.
- c. The game can end in a tie.
- d. Official MMPL stamped baseballs provided by the league will be used. (The home team will provide game balls.)

F. Bats:

- a. Approved USA or USSSA bats with 2 ¼, 2 ⅝, or 2 ¾ inches in diameter.
- b. Players must use a USSSA 1.15 BPF or USA stamped bat.
- c. No bat shall be used if dented, cracked, modified or misshaped.

G. Umpires:

- a. Home team to schedule and pay for one umpire per game.
- b. The umpire can be positioned behind the pitcher's mound or home plate. The umpire shall be in a position to call the pitches balls or strikes.

H. Playing Time and Substitutions:

- a. Each team shall bat all players on the roster who are present.
- b. Ten (10) players are to be used defensively if 10 or more players are participating in the game. Four (4) players must be stationed in the outfield when 10 players are playing defensively.
- c. Each player must play a minimum of 2 innings defensively.
- d. Free defensive substitutions will be used.
- e. If a player arrives late they will be added to the end of the lineup.

I. Score Keeping and Reporting:

- a. The home team should post the score of the game to the MMPL website.
- b. All scores should be reported within 24 hours.
- c. If the visiting team does not see the game's score posted on the website within 48 hours, they can post the score to the MMPL website.
- d. GameChanger should be used for scorekeeping.
- e. GameChanger phone application is allowed for scoring purposes.
- f. GameChanger team names shall consist of age division, community name and coaches last name. Example: (8U Mason Smith) No nicknames are allowed for GameChanger used in the MMPL season.

J. Determining Division Champion:

- a. The team with the most combined points after all 10 league games completed will be Division Champion. Wins, including forfeits wins, will count as four points, ties count as two points and a loss counts as 1 point.
- b. If after all games are completed the following rules will be used for tiebreakers.
 - i. Head to head
 - ii. Number of wins
 - iii. Total runs allowed
 - iv. Coin flip
- c. Please make sure to reschedule any suspended or rained out games to be eligible for awards.