

8U – Coach Pitch
South Central Nebraska Baseball League

2026 Rules

Facebook Page – South Central Nebraska Baseball League

League rules apply first if not addressed Little League rules will be followed.

The Rules Committee will handle all the protests that may occur. The League Coordinator will not be involved in the decisions of the committee. No protests will be considered upon umpires' judgment. Teams must notify the League Coordinator of any protest within 24 hours of the game.

Communication Policy: Information on the last page.

Age Limit: Currently in Kindergarten during 2025-2026 school year to age 8 on January 1, 2026.

Field: Bases are 60 feet. The **arc is 30 feet** from the back point of home plate.

Season: Begins Tuesday, May 19. All regular season games must be completed by Thursday, June 18.

Roster: Due June 12 email to scnbl@yahoo.com Names on roster are eligible to play post season, no late changes will be accepted.

Make-Up Games: Rain-out games will be rescheduled (teams involved will decide on a new date). Teams need to try to make an honest effort to make up game. If a team forfeits, it will be recorded as a 1-0 win for the opposing team. If the game was called due to rain and was not an official game, it will be a suspended game when rescheduled start where you left off.

Starting Time: Check the league schedule for game times. Teams must be notified in advance if a game is changed from the originally scheduled time. Notify the Town Coordinator of visiting teams for canceled games by 2:00 PM.

Warm-up: Both teams will be allowed eight minutes for infield/outfield warm-up. Warm-up should be planned and adjusted to allow game starting times to be met.

Length of game: Three (3) innings constitute a game. The game can be called an official game after two (2) complete innings or 1 1/2 innings if the home team is ahead. No new inning will start after One Hour and Fifteen Minutes of game play. Time starts at the first official pitch of the game. The next inning starts with the completion of the third out. If necessary, the home half of an inning will also be played if the time limit falls in the middle of an inning. No extra innings game can be a tie.

Reporting Scores: Both teams win or lose must text scores to 308-350-1049 after the game.

City Coordinator, umpire or coach may halt the game due to lightning or weather. Play stops when lightning is within 10 miles. There shall be a 30-minute delay from each lightning strike before resuming play. Teams will decide if the game needs to be postponed.

Playing time: Each player must play at least one (1) inning defensively. The coach may limit a player's playing time if they had discipline problems with that player (missed practice, poor attitude, etc.). Cannot substitute in the middle of an inning unless injured.

Outs: No record of outs.

Scoring: Score will be kept during the regular season and tournament play.

Coach: No coach (other than pitching coach) will be allowed on the field of play during the game.

Number of batters: The game is played with **an equal number of batters.** Decide before the game how many batters there will be. Example: Team has 16 players and Team B has 12 players, Team A bats 16 then Team B would bat 16 as well (12 + 4). Must be a continuous batting order throughout the game to allow everyone an equal chance to bat.

Each batter will have four (4) attempts to place the ball in fair territory by hitting off the tee or coach pitch. Additional Swings will be awarded if there is a foul ball on your final attempt. If the ball is hit in fair play on your final attempt and doesn't clear the arc the batter will be out.

The coach must pitch 15' in front of the arc, either over or underhanded. Any batted ball hitting the pitching coach is a dead ball and to be replayed and not counted as a pitch. No walks allowed. The pitching coach must make every effort to evade the batted ball and move off the playing field to allow the defense a fair opportunity to field the ball and make a play.

The offense must declare the last batter. The last batter is considered out if he flies out, is tagged, the ball is placed on the tee, or a player with the ball in their possession touches home plate. If the last batter flies out, runners on base may advance once tag base. Only one (1) defensive player (in addition to catcher) may cross the arc to put the ball on tee or touch home plate with the ball in their possession to end the play. Once a ball or defensive player with the ball touches home plate, all remaining runners are declared out. Everyone else must stay in their positions. If more than one defensive player crosses the arc on the last batter, all runners will be declared safe at home and their run counts.

A player must be warned once about throwing a bat. The second offense will constitute being called out (umpire judgment). Dead ball runners cannot advance.

If a player gets sick or injured during a game his place in the batting lineup does not equal an out.

Arc: If grounder is fielded inside the arc, a dead play, no play, no strike will be called. Pop fly, if a ball is caught in air and inside the arc, the batter is out; and runners do not advance. **If a pop fly in the arc is touched and dropped it is considered a foul ball, counting as an attempt.**

The ball is a foul ball if it does not cross the arc. Umpires should call foul balls if the hit ball is a slow-moving grounder which gives unfavorable advantage to the batter. (umpire judgment). No bunting is allowed. Each foul ball in the arc counts as one of the batter's attempts.

Number of players: Minimum on team 10. May play with eight players. Seven players or less games are forfeit. For example, Team A has 12 players and bats 12. Team B has eight players so they would bat 8 + 2 then take two outs.

Number of infielders: Defense consists of seven (7) infielders (pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop and player between 1st and 2nd) and five (5) outfielders. The infielders are not allowed to play on the arc. Infielders must play in front of the baseline so as not to interfere with the runner. Pitchers must play from the 46' pitching rubber distance or 3' to the right or left of that spot when the coach is pitching.

Base runners: No stealing. The base runner cannot leave the base until the ball is hit. Leaving base prior to ball being hit the base runner shall be declared out (umpire judgment). Base runners must go back to their previous base if not more than halfway to the next base when play stops. Base runners more than halfway to the next base may advance to that base. (umpire judgment) Play at home is possible if base runner is past halfway. It is the runner's responsibility to avoid contact at any base. A fielder may not block the base unless in possession of the ball. If a ball is caught in the air and there are runners, they must go back and tag up before advancing. Base runners may advance on overthrows. Once the ball is thrown home, crossing the arc, all play stops.

Catchers: Must wear a helmet with a face mask.

Helmets: Batters, on-deck batters, runners, and batboys must wear a helmet with facemask, or a c-flap helmet is allowed.

Ball: Use **Level 5 RIF - REDUCED INJURY FACTOR** compression baseballs. (Wilson A1228 and Wrth RIF5L examples)

Bats: Only baseball bats may be used. Approved tee ball bats (lengths 26" and shorter). Bats will say tee ball.



Shoes: Rubber cleats or turf shoes only.

Player Availability: A player can only play on 1 team per age group for regular season and tournament play. (Example: If Cambridge has two (2) K-2 Team A and Team B - John can only play on Team A and never play for Team B.) However - he can play up a division ONLY if they are short players and cannot play in place of a current player on the team he is moving up to.

Umpire: Home team must furnish umpires and game balls. There should be a home plate umpire and field umpire. Umpires serve to supervise the game and make rulings on play.

Conduct: Any conduct by players, coaches or managers resulting in ejection will result in suspension from the remainder of that game and will serve a MANDATORY one-game suspension the following game and will not be present at the game(s), the league coordinator along with city coordinator may increase the number of games suspended if necessary; to include tournament games. The League Coordinator must be notified of any ejections.

BULLYING/HARASSMENT/CYBER BULLYING: Harassment and bullying includes electronic (social media sites and cell phones), verbal, or physical action/conduct toward an individual which is based on any actual or perceived trait or characteristic of the individual which creates an objectively hostile environment that meets one or more of the following conditions:

- Places the individual in reasonable fear or harm to the individual's person or property.
- It has a substantially detrimental effect on the individual's physical or mental health.
- It has the effect of substantially interfering with the individual's athletic performance.

Harassment and bullying may include, but are not limited to, the following behaviors/circumstances:

- Verbal, nonverbal, physical, or written harassment, bullying, hazing, or other victimization that have the purpose or effect of causing injury, discomfort, fear, or suffering to the victim.
- Repeated remarks of a demeaning nature that have the purpose or effect of causing injury, discomfort, fear or suffering to the victim.
- Unreasonable interference with an individual's performance, or creation of an intimidating, offensive, or hostile environment.

Harassment and bullying will not be tolerated.

FIRST OFFENSE: Suspension for a period of two calendar weeks.

SECOND OFFENSE: Suspension for the remainder of the season.

The above applies to players, coaches, and fans.

Tournament: Rules apply to tournament play as well.

The tournament play starts Monday, June 22.

Seeding will be based on the overall record or percentage with other head-to-head factors or runs allowed. We will have two divisions in the tournament based on how teams finish.

Other factors would be percentage, head-to-head and runs allowed. Games not played during the regular season will be recorded as such.

A and B Brackets for 8U tournament play. A .500 record or better automatically places a team in the A Bracket (no exception), below .500 record automatically places a team in the B Bracket.

Tournament games are innings with no time limit. Will play extra innings until there is a winner if necessary.

“Play in games” are part of the “Tournament”

Players playing in the tournament must be included on the team roster submitted June 12. Players can only play on one team during the tournament. Cannot move up or down if his team loses in the tournament.

Tournament games will be played at the location of the higher seed through finals. Certain situations may happen, and higher seeds may have to play at lower seed, but higher seed will be the home team. The championship game is to be played at Lexington on June 29. **The third place game will be played at the higher seed of teams involved on June 29.**

Each team will be allowed eight minutes for infield/outfield warm up.

Rainouts will be considered suspended games and will resume where left off.

The top three teams will receive medals.

South Central Nebraska Baseball League (SCNBL) Communication Policy

This policy establishes the proper communication protocol for addressing complaints, concerns, or sensitive topics within the South-Central Nebraska Baseball League (SCNBL). It ensures an organized, professional, and efficient process for handling disputes while maintaining respect for all parties involved.

Primary Communication Method

- Email (scnbl@yahoo.com) shall be the primary method of communication when submitting formal complaints regarding teams, fans, coaches, game disputes, or other sensitive matters.
- Complaints must include a clear description of the issue, relevant details, and any supporting documentation.

Limited Use of Text Messages and Phone Calls

- Phone calls and text messages should be used only for quick communication and clarifications regarding league rules, standards, or expectations.
- Sensitive topics, disputes, or formal concerns should not be handled via text or phone calls unless the issue warrants dialogue and discussion, but email should be considered as the first form of communication.

Complaint Resolution Process

1. Community-Level Discussion
 - All complaints or concerns from coaches, teams, or parents should first be discussed with their respective community coordinator.
 - The coordinator's role is to advocate for the league and attempt to resolve concerns at the community level.
2. Escalation to SCNBL Coordinator
 - If the issue cannot be resolved at the community level, the community coordinator may use their discretion to escalate the matter to the SCNBL Coordinator.
 - The SCNBL Coordinator will determine if further discussion is needed and whether the issue requires action from the Rules Committee.
3. Rules Committee Review
 - If a formal decision is required, the complaint will be reviewed by the Rules Committee for appropriate action.

Expectation of Professionalism

- All communication should be conducted professionally, respectfully, and constructively.
 - Any inappropriate, aggressive, or disrespectful communication will not be tolerated.
- By following this protocol, SCNBL ensures that concerns are handled fairly, efficiently, and in a manner that upholds the integrity of the league.