

Chippewa Valley Fall Ball Rules 2026 – Coach Pitch Division (8U)

Equipment & Uniforms

1. Rubber cleats or tennis shoes only. No metal cleats.
2. Pants are required.
3. Catchers must wear full equipment.
4. Batters and base runners must wear helmets.
5. Bats: USA stamped, no longer than 33 inches, maximum 2 ¾ barrel
6. Hard balls should be used.

Conduct

1. Managers and coaches are responsible for the attitudes and sportsmanship displayed by their team and should lead by example.
2. Positive cheering only. Disruptive actions or cheering against the other team is not allowed.
3. No use of alcohol or tobacco products in the dugouts or on the field during play by managers, players, or coaches.
4. Coaches and players are responsible for cleaning up their own dugout after the game.
5. Teams are required to exhibit sportsmanlike conduct after each game by shaking hands and greeting each other.

The Game

General

1. NFHS Rules will apply. The following are additional rules that supersede NFHS rules in the CVBL League/CV Fall Ball. <https://www.nfhs.org/>
2. The field size is 46' pitching rubber with 60' base paths.
3. A coin toss shall determine the home team.
4. Seymour Ball Club and Eau Claire Nationals board members on duty will make official calls regarding weather and field condition related cancellations.
5. There are no umpires. A defensive coach will be allowed in the outfield to instruct defense and umpire 2nd base. 1st and 3rd base coaches will umpire their respective bases.
6. No infield practice will be allowed within fair territory on the infield surface. Infield practice may be done in foul territory in front of your dugout.
7. Limit carry-ins. There will be full concessions at both parks. Fall ball is a fundraiser for our baseball programs. We appreciate your cooperation!

Time Length

1. Games are 6 innings long.
2. Games will hard stop at 60 minutes.

Players

1. Each team must place 10 players in the defensive positions on the field unless less than 10 eligible players are in attendance; in this case, all players present must play the field. The 10th player will not be used as a “rover” and should be placed as a 4th outfielder.
2. Rotate players at least every 2 innings. Players must play at least 1 inning in the infield.

Batting

1. All players will bat; if a player cannot continue to play, there will be no penalty to the offensive team when he is due up. If he is able, he can re-enter without penalty.
2. Batting order from game to game will be continuous, meaning if the 7th batter made the last out of the previous game, then the 8th batter will lead off the next game. Continuous Batting Order (CBO) will help coaches set one lineup for the season.
3. Players will receive one warning for a thrown bat; a second thrown bat will result in an out by the player.
4. On-deck batters will be placed to the back of the batter for safety purposes. The leadoff batters are permitted outside the dugout between half-innings.
5. No bunting.

Pitching

1. Coaches will pitch to their own team. Pitches must be overhanded and the coach will pitch from the first rubber at approximately 46 ft.
2. The pitcher should remain even with the pitching coach and within 5 feet to the left or right of the rubber.
3. Coach should attempt to make pitches realistic. It is suggested to pitch from a knee or bucket but not required.
4. If the pitching coach is hit by the ball or interferes with play, the play is ‘dead’ and counted as one of the 7 pitches.
5. Batter will receive 7 pitches to get a hit. No Strikeouts after 3 swinging strikes. If the player has not hit after 7 and the pitches are hittable, the player is out. Use common sense to determine if pitches are hittable.
 - a. If the batter fouls the 7th pitch, he will get another pitch.

Base Running

1. Feet first sliding is allowed when a player is being played on. Headfirst sliding is not allowed unless diving back toward the player's original base.
2. Runners may advance as many bases at their own risk off a hit.
3. If an overthrow leaves the playing field, a runner may advance 1 base at maximum.
4. If an overthrow at 1st base is made, runners may not advance. We want to teach the kids to make good hard throws to 1st base.

5. Coaches should use good baseball judgment on advancing runners and especially on scoring runners. It is not difficult to advance runners and score runs at this level. The objective as coaches should be to teach the game of baseball. Excessive base running is not encouraged.
 - a. Advancing two bases on balls hit deep into the outfield is acceptable - i.e. rounding first for second base or scoring from second base.
6. No stealing bases. Runner cannot leave until the ball crosses the plate.
7. No runner may advance when the pitcher (player or coach) has the ball. Coach pitchers should use reasonable effort to help collect the ball if thrown to them. If the offensive base runner is over halfway to a base when the player or coach pitcher collects the ball, he may proceed. If under halfway, the player must return to the previous base. Coaches must use fair judgment.

Additional Rules

1. No infield fly rule.
2. There will be a 5-run rule per inning.