

- Only 10 defensive players are allowed on the field at one time, including 1 pitcher, 1 catcher, and four infielders. The child-pitcher must position themselves on either the right or left side of the 40' pitching rubber and be no more than 3' from the rubber. Infielders must remain at least 40' from home plate when the ball is pitched.
- EVERY player is required to play at least 2 consecutive innings of infield (1st, 2nd, 3rd, SS, Catcher or Pitcher) in each game. This requirement must be met in 4 defensive innings.
- A team must have at least 8 players to start a game. Teams playing with only nine players SHALL NOT incur an automatic out when the 10th batting position arises; the 1st batter will bat without penalty to the team. Teams playing with only eight players SHALL NOT incur an automatic out when the 9th batting position arises.
- Coach pitchers should bring a minimum of 2 baseballs to the mound to speed up play.
- Coach pitchers must stop coaching upon beginning of the play. Before play, the coach can speak to the batter to help him get in the proper position. However, once the pitcher starts his pitching motion, he cannot continue to coach, such as yelling "don't swing" to the batter after the ball leaves his hand.
- Coach pitchers must get off the field immediately once a batter hits a fair ball, without interfering with the defensive play. They may not return to the field until the play is over.
- A batter shall bat until he received a maximum of six pitches, or three swinging strikes, or he hits the ball. If the batter fouls off the 6th pitch, or fouls the 3rd strike, the batter shall remain at bat. The at bat will continue and the batter is not out by fouling off his final pitch. A 3rd strike foul tip caught by the catcher, or any foul pop-up caught by a defensive player, will remain an out.

- Overthrows, whether into fair or foul territory, will be considered live, unless the ball enters a dugout or any other area deemed out of play, in which case each runner will automatically receive one base (from the time of the throw). Overthrows remaining in play will be considered live and runners may continue to advance at their own risk of being put out.
- The umpire will declare the play over when a defensive infielder controls the ball in fair territory and does not attempt to make a play on a runner, and all runners have ceased advancing to the nearest next available base. If the defensive player attempts to make a play on a runner, the ball will be considered still in play and all runners may continue to advance until plays against the runners have stopped and the defense is in control of the ball in the infield as described above. An outfielder may not possess the ball, run into the infield and call time.
- A maximum of two defensive coaches are allowed on the field, provided they remain in foul territory adjacent to their outfielders at all times. Defensive coaches must be placed beyond the infield dirt and may not be near the offensive coaching boxes and must be in foul territory. Defensive coaches must not interfere with game play.
- A runner cannot leave any base until the ball is hit. If a player leaves the base prior to the ball being hit (in the umpire's judgment), an out will be called. This is not an appeal play. Offensive coaches may not physically touch a runner to assist them in advancing to the next base. Baserunners may not bait throws from a defensive player. Once a baserunner breaks stride he may not entice a defensive throw in order to advance to the next base.

- In an effort to speed up play, the defensive team will place someone (a coach or other person 12 years or older) at the backstop to retrieve pitched balls and return them to the pitcher. No coaching or communication can be made from this position
- Infield fly rule is not in effect in 8U baseball