



8U Coach Pitch Baseball Rules

(Anything not covered in this rules package will revert back to USSSA Rules. If not covered by USSSA Rules, NFHS Rules will be applied.)

Participation

10 players are allowed to take the field in defensive positions. All players must take a defensive position for at least a half inning. No player can sit out two consecutive innings unless injured or he/she declines to participate. Equal participation for all players is encouraged but can be dependent on practice participation and sportsmanship.

Length of Games

55 Mins or 5 innings.

***Games can end in a tie; no extra innings will be played.**

****The umpires will keep the official game time.**

Per Inning Run Limit

The offense may score a maximum of 5 runs per inning. After the 5th run scores no other runs will be recorded for any reason.

***A new innings begins as soon as the 3rd out is called of the previous inning.**

****The official game time will start when the defensive team takes the field.**

*****There will be a 10-minute grace period given to a team that is waiting on players to arrive to complete their line-up. Each team must have a minimum of 8 players to start a game.**

Base and Pitching Distances

65ft bases/ 46ft rubber

Bat Specs.

All bats in use must be one of the following;

1. Permanent USSSA stamp (BPF 1.15) on the taper of the handle OR
2. USA BASEBALL stamp on the taper of the handle OR
3. Made of at least 51% wood.

SASA reserves the right to inspect, approve or banish any and all bats that come into question.

***First Offense** – If the umpire discovers that a bat does not conform to the rules listed above (USSSA Stamp, BBCOR stamp or wood) during or after the bat has been used in play, it shall not be automatic grounds for declaring the batter out and/or ejection from the game. If it is discovered by the umpire that an illegal bat has been used to put a ball in play, the defensive team (before the next legal pitch) will have the choice to take the result of the batted ball or the batter will be called out and baserunners will return to their position on base before the pitch that was hit.

****Second Offense** – The offending team's manager will be ejected as well as the first offense penalty.

Official Baseball

Standard 9" game balls will be provided by SASA.

Uniforms

Color coordinated jerseys with numbers on back are required. Baseball pants or shorts are allowed. Cleats are preferred but not mandatory.

Home Team

The home team shall be designated by a coin flip before each game.

Helmet Rule

Helmets are to stay on at all times while an offensive player (hitter or runner) is outside of his/her respective dugout.

Starting and Ending a Game

1. A flip of a coin between the two teams shall determine the home team.
2. A regulation game consists of five (5) innings unless the game is:
 - a. Shortened because the Mercy Rule.
 - 20 Run differential at any time = Drop dead stoppage regardless of home team.
 - 15 Run differential after 3 completed innings
 - 8 Run differential after 4 completed innings

*In the event of a Mercy Rule game in which players on either team have not yet batted at the time of the Mercy Rule; all game stats are to be recorded at the time of stoppage yet the game will continue as long as there is time left on the game clock or until all players get 1 at bat.
 - b. Shortened because an imposed Time Limit expires; or
 - c. If a game is called due to rain, Weather, light failure or other acts of Nature and cannot be resumed it is a regulation game if two (2) innings have been completed. If 2 innings have not been completed then the game will be resumed from the exact point it was stopped at a later date.
3. Teams must use a continuous line-up, of all registered, uniformed players present and may move freely in defensive positions with the exception of the pitching position. The offensive batting line-up can not change during the course of the game, yet open defensive position substitutions are allowed at any time. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. If a player has to leave the game for any reason other than a medical issue, that position in the line-up becomes an auto-out when that at bat comes around.
4. Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available. *If a player is listed on the line-up but not present then an auto out must be taken when their spot of the order is up. Don't list players until they arrive to avoid an auto-out.
5. A team may continue a game with a minimum of eight (8) eligible players.
6. At any time, the offensive team may use a courtesy runner for the catcher of record from the previous inning on defense. The courtesy runner shall be the player making the last batted out or is farthest away from the catchers position in the line-up if no outs have been recorded. The re-entry status of the courtesy runner and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) shall be used without penalty.

7. **Coaches must throw overhand from anywhere between the pitching rubber (46ft) and the leading edge of the pitchers circle (41ft) as long as they are in a direct line between Homeplate and the pitching rubber.**

8. When a batted ball hits the adult pitcher while he is attempting to avoid contact the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base. If the adult pitcher does not make an attempt to avoid contact the batter is out and all base runners return to their previously occupied base.

9. The adult pitcher shall be an adult at least eighteen (18) years of age. *Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

RULE 9 ADDITION. The adult pitcher must leave the field of play once a ball has been hit and they may not return to the field of play until "Time" has been called. This will stop the players from throwing the ball to the adult pitcher before time has been called and also ensure the adult pitcher is not in the way of a throw across the diamond.

Example- Typically the adult pitcher will leave the field of play beyond the 1st or 3rd base foul lines (opposite side of where the ball is hit).

10. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
11. Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. In the absence of a painted line all infielders must be positioned no closer than the beginning of the dirt area at the pitchers mound prior to each pitch. This is roughly 30ft in distance.
12. Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at thirty-seven (41) feet from the rear point of home plate. The player pitcher must have 1 foot within this circle prior to each pitch. In the absence of a painted line player pitchers must be positioned with 1 foot in the dirt area around the pitchers mound prior to each pitch. This is roughly a 10ft circle. The defensive player listed as pitcher shall not leave the pitching circle (or dirt area in absence of painted line) until the ball is hit. *Rule 12 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. **Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game. ***For safety purposes a player pitcher may choose to play outside of the painted circle as long as they are directly in back of the circle or pitcher's mound.

COMMENT It is the umpire's judgement to allow a player to play on the backside and not starting the pitch with a foot on the circle line for safety purposes or instruct the player pitcher to have 1 foot in contact with the circle line (or dirt mound area in absence of paint) if choosing to play in back of the pitcher's mound. Player pitchers may not gain a competitive advantage by playing a "Rover" position.

13. Umpires shall call "Time" as soon as the lead runner is not attempting to advance. "Time" does not have to be requested by the defense for the purpose of this rule.

RULE 13 CLARIFICATION. "Time" will be called when the lead runner is no longer attempting to advance while the defense (any player) posses the ball on the infield. The player pitcher having possession of the ball within the pitchers circle or dirt mound area is no longer grounds for stopping play. If a defensive player does not posses the ball or is not on the infield "Time" will not be called irregardless if runners are attempting to advance or not.

*Rule 13 Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

**Rule 13 Comment: Players should be taught to never throw the ball to the adult pitcher unless time has already been called. This will lead to an errant throw or the adult pitcher not

being able to stop the throw and runners advancing. Always end a play by getting the ball back to the player pitcher.

14. Once a pitch has been hit the batter (now a runner) may advance around the bases until stopped by defense. Once stopped on the bases and time is called all base runners may only advance once a pitch has been hit.

Example...A batter/runner may advance all the way home on a swinging bunt and 9 overthrows.

Example...A batter/runner that is stopped at 2nd may only advance by a hit pitch.

15. The Infield Fly Rule shall not be in effect at any time.
16. **A team may score a maximum of five (5) runs per inning.**
17. The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. A batter can not end their at bat on a fouled ball that is not caught.
18. **Bunting is not allowed.**
19. **Runners shall not lead-off or steal bases.** A runner is out for leaving the base before the ball is hit.
20. A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the player in the line-up farthest away from the catchers line-up spot.

