



## 8U Coach Pitch Baseball League Rules

**RULES: USSSA Baseball Rules and Regulations apply except as noted below. All bats must be USSSA 1.15 stamped.**

1. **Umpire rulings are final.** All coaches, parents and players are expected to display good sportsmanship. Any coach, player or fan that is deemed by the umpire or league director to be displaying poor sportsmanship or harassment of umpires will be asked to leave the premises. Unwillingness to comply with this rule will result in a forfeit.
2. Coin flip determines home team. Home team will be the official scorer; umpire will keep the time.
3. Games consists of 6 innings with a time limit of 1 hour and 15 minutes. Teams will be allowed to finish the inning but a drop dead time of 1:30 will apply. If game is tied at the end of 6 innings, extra innings can be played if time allows, but only up until the drop dead time of 1:30. If time has expired, game is over. Score will revert to the end of the previous inning if the home team doesn't have an opportunity to tie or win. IF the visitors take the lead in the inning when time has been called, the inning reverts to the score at the beginning of the inning and the game is over. Regardless of the situation, batter at the plate when time is called gets to finish their at bat.
4. The game is official after 3 innings, 2.5 if home team is winning if called because of weather or darkness. If called before that it will be considered a suspended game and play will resume where game was halted.
5. **Everyone must bat and free defensive substitutions are allowed.** If a player is injured and must leave the game, his spot is skipped in the batting order. That player may return to the lineup if he recovers.
6. No leading off or stealing. Runners cannot leave the base until a batter makes contact. A warning will be given, but each additional infraction will result in the runner being called out.
7. No bunting.
8. Each batter is allowed 5 pitches or 3 swinging strikes. If the 5th pitch is a foul, he will get additional pitches until he hits a fair ball, doesn't swing, or swings and misses.
9. Runners may continue to advance at their own risk until the player playing the pitcher secures the ball with at least one foot in the pitcher's circle. If at this time the runner is more than halfway to the next base, that base is awarded. If the runner was not halfway, the umpire will instruct the runner to return to the previous base. If the defensive player makes a play on the runner, the ball is live.
10. Infield fly rule is not in effect.
11. No runner may advance on a passed ball or on throws back to the pitcher after a pitch.
12. No courtesy runners are allowed.
13. No intentional walks are allowed.
14. 5 run maximum per half inning with the exception of the last inning.
15. Mercy Rule: 15 after 4; 10 after 5.
16. The player in the pitching position must have at least one foot inside the circle at the start of each pitch.

17. One coach is allowed to coach defense in outfield.
18. Teams will play 10 players on defense, including 4 outfielders. You CANNOT play 5 infielders at any time. The outfielders are not allowed to make a force out at any base. A batted ball must be thrown into an infielder for a force out at a base. The outfielders must start each pitch in the outfield as determined by the umpire.
19. The catcher can either play the normal catcher position or stand farther back near the backstop. If the catcher chooses to stand near the backstop, he is not eligible to catch a pop up.
20. We encourage the defensive team to have a “back up” catcher to help speed up play on passed balls.
21. All rosters will be kept on file in the concession stand and will be locked 3 weeks prior to the end of season tournament. Only rostered players that have played in a minimum of 2 regular season league games will be eligible for playoffs
22. Please clean up dugouts after each game. **SUNFLOWER SEEDS, PEANUTS or GUM ARE PROHIBITED on the field or in the dugouts.**
23. Seed Clean-up Fee: If seeds are on the turf, they individually have to be picked up by hand. Because of this, we have implemented the following penalty for teams caught violating our no seeds policy:
  1. First violation: \$25 Cleanup fee
  2. Second violation: \$50 Cleanup fee
  3. Third violation: Automatic game forfeit + \$50 Cleanup fee