

H.S.A. Baseball Rules

8U Coach Pitch

1) RULES: 8U Coach Pitch Baseball regular season games shall be played using the most recent set of rules listed below in order of precedence.

- a) These standing rules for the 8U Coach Pitch Division (highest priority).
- b) The official USSSA Baseball Rules
- c) "OFFICIAL BASEBALL RULES" published by The Sporting News.

2) PLAYERS:

- a) Any team may play with eight players without forfeit. A team with eight players will be assessed one out at the end of their lineup but a team fielding nine players will NOT be assessed an out.
- b) If any team has fewer than 8 players, the coach may borrow a legal (registered in the current playing season) player from within the same division or a lower division to bring the roster up to 8 players enabling non-forfeiture. The borrowed player may not pitch or catch and must bat last in the batting order. NOTE – The opposing coach must be made aware of the borrowed player prior to the first pitch of the game. Please be aware that a team is not allowed to borrow a player if they have 8 players and must take the out.

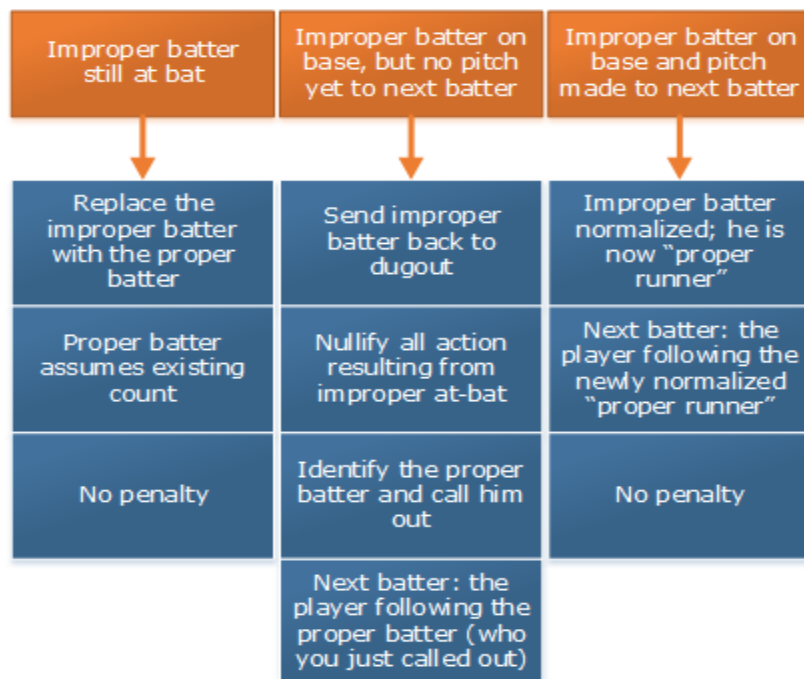
3) RUN LIMIT:

- a) Games will be played with a five (5) run limit per inning. The side is considered retired at the end of five runs or three outs whichever occurs first. Any half inning which ends because of the five runs, shall be counted as three consecutive outs when computing time played.

4) PLAYING TIME AND AT-BATS:

- a) All players must bat consecutively in order, whether they are playing defensively at the time or not. All players must appear in a defensive position within the first 3 innings, and must play a minimum of 2 defensive innings if the game lasts four or more innings. Any player removed because of an illness or injury, may skip his turn at bat without an automatic out unless the number of batters drops below nine, if number of batters drops below 9 due to a game related injury, no penalty (out) will be called. If the player returns to the game, they must be placed back in the original batting position.
- b) If a batter appears out of order, the official scorekeeper (home team) has the responsibility of making the correction.

The table below outlines the situations involving an improper batter and calls that may be made by the umpire. If the umpire decides on a different penalty their decision will be considered final.



c) During the regular season, free substitutions are allowed at all positions.

d) Batters will get 6 pitches or 3 strikes, and unlimited foul balls will be granted on the last pitch. Strikes are only called on swings that do not result in a ball being put in fair play.

5) RUNNERS:

a) Courtesy runners will be allowed in the case of injury or illness or when the catcher on record gets on base. Any player in the game may be used as a courtesy runner, and in the event the courtesy runner is due to bat, another courtesy runner may take their place on the base.

b) At no time can a base runner "take out" a defensive player who is making a play or standing in the way. If defensive player is not making a play and in runner's way, interference will be called, otherwise the runner must:

- i) Slide
- ii) Go back to the last base
- iii) Give up.

If contact is made between the runner and defensive player, it will be the judgment of the umpire as to whether it was malicious or not.

c) The umpire will call time during the game when: First – lead runner is no longer advancing and Second – ball must be in the infield and under control. Both must take place for the umpire to call time.

6) EQUIPMENT:

a) Bats may not exceed **34 inches** in length and **2 3/4 inches** in diameter; a batter will be called out before a pitch has been delivered. If a batter brings up an illegal bat after first occurrence (during the same game or rest of season) that batter is called out, the second batter will be called out and the head coach ejected for the remainder of the game and the next game. Please see the USSSA Rules for further clarification on bat regulations.

b) Catchers are required to wear proper protective equipment including a mask, chest protector, cup, shin guards and protective headgear which gives protection to the top of the head and both ears when catching behind the plate. The throat guard is optional, but recommended. Any player warming up the Pitcher must wear a mask, whether the Pitcher is on the mound or elsewhere.

c) Fielding pitchers are required to wear a protective helmet or face guard and a heart guard protector before any pitch is thrown.

d) No jewelry shall be worn by any player, except for medical identification and should be in the form of a necklace.

e) No pitcher may wear a white sleeved shirt or a white batting glove on either hand while in the pitching circle

f) Pitching distance will be at 38 feet. Bases will be at 60 feet.

7) LENGTH OF GAME:

a) 8U Coach Pitch Baseball shall play six (6) innings or 1 hour 15 minutes. If the game is tied after 6 innings or the time has expired, **Tie Breaker Rule** will be in effect: Teams will play a single inning and during each team's at-bat will place the last 2 batters previous to the scheduled batter at the plate on 2nd and 3rd Base, and there will be 1 out in the inning. For example, if the game is tied 3-3 after the 5th inning is completed, the time limit has expired and the collective books determine that the number 3 batter in the lineup is due up; the visiting team will place the number 1 batter on 3rd and the number 2 batter on 2nd.

b) At the end of the extra inning, if the game is still tied, the team with the most recorded defensive outs is ruled as winner by 1 run. A game is officially over at the end of the specified innings or the time limit whichever occurs first. Teams may complete both halves of an inning that is started before the time limit expires. However, if the home team at bat during the second half of the inning is in the lead or takes the lead after time expires, the game is officially over. An inning is defined to begin immediately after the third put out of the team batting in the second half of the prior inning.

c) If a team is significantly ahead of another, the game will be over via the following run rule:

15 runs ahead after 3 innings

11 runs ahead after 4 innings

6 runs ahead after 5 innings

8) COACHES:

a) Please be aware that many bring in their first baseman to cover home if there is going to be a play. If your catcher, first baseman and pitcher are standing at home, most likely interference will be called. PLEASE determine how you want to cover this and teach it at practice.

b) Pitching Coach may NOT signal with his hand for the batter to move closer or further away from the plate; No communication between the pitcher and batter is allowed. Pitcher must stay behind or remain in contact with the pitching rubber when pitching.

c) 1st and 3rd base coaches only, can give direction to batters and runners.

d) No Excessive screaming or yelling while on the field. Un-sportsman like conduct will not be tolerated. (See paragraph e)

e) Any gestures or verbal interaction/abuse by players, managers, coaches, or fans, causing disorderly conduct, as determined by the Umpire or League Commissioner shall at a minimum result in ejection from the field/park for the current game plus the next 2 games.

f) Be familiar with these Standing Rules, USSSA Rules, and Major League Baseball Rules.

g) The Head Coach must make any protest/question of a call made by the umpire. At no time may an assistant coach, fan, or parent question an Umpire about a call/decision made