

8U Rules of Play

Play will be governed by the USSSA Rule Book, unless specified in this section.

1. Ball: 11-inch USSSA approved ball, optic yellow in color with a maximum compression of 375# and a COR rating of 46.25 +/- 0.75 will be used.
2. Innings: A regulation game shall be a max of seven (7) innings.
3. Time Limits: Pool games will be 60 minute limit, finish the inning. Games can end in a tie during pool play. Bracket games will be 70 minutes or 7 innings max. Bracket games that are tied at the end of regulation or upon completion of an inning with time expired shall go to the International Tie-Breaker method.
4. Runs per Inning: A maximum of 6 runs can be scored each inning by each team.
5. Run Rule: As per Rule 4 Section 4, the run rule will be 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings. If time has expired and either team is behind and cannot catch up or go ahead, the game shall be over immediately.
6. Offensive Lineup: The batting lineup may be any number from eight (8) to all players present. An automatic out will be taken if only eight (8) batters. When batting more than eight (8), if any position in the batting order is left open due to injury, illness, or ejection it will be an automatic out if a sub is not available.
7. Defensive Positions: The defensive team must have a minimum of eight (8) and a maximum of ten (10) defensive players in the field, but no more than six (6), including the catcher, can be positioned inside the infield baselines. NOTE: The use of a DP/Flex is not allowed. All players listed on the lineup card will hit. Coach pitch only: The player pitcher must have at least one foot in the pitcher's circle when the batter's coach is pitching. No other defensive players may be positioned inside the pitcher's circle at the same time. The outfield is defined as the turf area on a regulation sized youth field or at least 10 feet beyond the baselines for other playing surfaces.
8. Batting: The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit (not bunted) foul the batter will remain at bat as long as they continue to foul off pitches.
 - a. The batter is out on a third strike whether caught or uncaught.
 - b. There shall be no Base on Balls (walk) awarded.
 - c. Hitters hit by a pitch will not be awarded 1st base.
 - d. Bunting is NOT allowed. Slapping IS allowed.
9. The infield fly rule is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
10. A runner may not leave a base until the pitch leaves the pitcher's hand.

PENALTY: The ball is dead, a "no pitch" is declared, and the runner is declared out. A runner who leaves a base on a pitch is at liability to be put out, even on a non-batted ball. She may return to her original base (unless forced to

advance because the batter becomes a batter-runner), or she may attempt to advance to a subsequent base. However, if the ball is not batted, at the conclusion of a play involving a non-batted ball (i.e; an attempted pickoff), all outs stand, but any runners not put out must return to the base occupied at the time of the pitch.

11. A runner may not steal a base. At the conclusion of any play involving a NON-BATTED ball, the ball is dead, all advances shall be nullified, and the runners shall be returned to the base occupied at the time of the pitch. However, all outs shall stand.

12. Time will be called when a defensive player has possession of the ball in advance of the lead runner. If a runner is more than half way to the next base when time is called, the runner will be awarded the next base. If they are not half way to the next base when time is called they will be returned to the previous base safely. The defensive team may have a maximum of 3 defensive conferences per game.

13. Additional Coaches: In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play. The coach pitcher must deliver the pitch with one foot in contact with the pitching plate. The pitching coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. PENALTY: The batter is charged with a PITCH. The pitching coach must make an effort to avoid interfering with the play. If in the umpire's judgment, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If in the umpire's judgment, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out

14. Ejected or Removed Coaches, players or spectators: If a coach or spectator is removed during a game, that person must leave the immediate area surrounding the field of play. If a coach is ejected from a game, they must sit out the remainder of that game as well as the next game. Players who are ejected are restricted to the dugout for the remainder of the game.