USSSA 8u - Coach Pitch (CP) Tournament Rules-Addendum:

- All USSSA fast-pitch tournament rules apply with these exceptions known as an addendum.
- Teams may use a maximum of 10 defensive players. Four outfielders must be 10 feet behind the base path.
- Must roster bat the entire lineup, with free defensive substitution.
- **No bunting, slapping, or base stealing**.
- Catcher must squat behind home plate in full gear.
- Maximum of 5 runs per inning. **Note for POOL PLAY only: If we get to the final inning and the losing team is behind by more than the 5-run cap, they do still have the *option* to complete their turn at bat. This is to give the team a chance to get 5 runs which can affect tie-breaks and seeding. In bracket play, the game will be over at that point.**
- 5 pitches or 3 strikes – Player may continue to bat if they continue to foul off pitches.
- No infield fly rule will be in effect.
- Defensive players must be 35+ feet from batter (behind the pitching plate).
- Play is stopped when the progress of the lead runner is stopped.
- The pitcher must have one foot in circle even or behind the pitching coach.
- It is highly ***recommended that*** pitchers and infielders wear face guards (masks). If face guards (masks) have a plastic eye visor, it must be clear so the players' eyes can be seen. No smoke or reflective visors are permitted.
- The game will be 1 hour 10 min or 6 innings.
- Base length will be 60 feet.
- Pitching plate is set at 35 feet. **Coach must have one foot on pitching plate when pitching**.
- The base runner shall not leave the base until the pitched ball crosses the plate.
- If a thrown ball hits the pitching coach, it is considered a live ball, unless the umpire determines the coach intentionally interferes. If the umpire feels it was intentional, it will be a dead ball, and the play is repeated (do-over).
- If the Pitching Coach is hit with a ball leaving the bat, all runners will return to their previous base, and the batter will bat again (do-over).
- Defensive coaches may take a position in the outfield (behind first or third base) in foul territory per the USSSA Rule Book to assist with defensive strategy.
- Run rules that will be effective for all games:
    - 15 runs after 45 minutes, game ends when the 15th run is scored (OH USSSA Rule)
        - 12 runs after 3 complete innings.
        - 10 runs after 4 complete innings.
        - 8 runs after 5 completed innings.

8u Modified Kid-Pitch (MKP) - Rules Addendum:

- Normal Ohio USSSA time limits and roster rules apply.
- Coach-Pitch rules above apply with the following exceptions:
- **Pitching rules:**
    - Pitching is a combination of player and coach pitch.
    - Player pitch continues until 4 balls are thrown or the ball is put in play. After 4 balls by the player-pitcher, the coach takes over and coach-pitches up to 3 pitches – Player may continue to bat if they continue to foul off pitches. Player is out after 3 coach-pitches or 3rd strike.
    - A player may strike out on either a player or coach pitch.
    - A player must remain in the pitcher position during the coach-pitch part of an at-bat beside the coach-pitcher.
    - Pitchers are limited to three innings per game (one pitch = one inning).
    - Pitching restrictions are removed for extra innings.
    - Warm-up limits: 5 pitches between innings; 7 pitches for a new pitcher.
    - Intentional stalling, as determined by an official or tournament director, may result in forfeiture.
- **Base Running:**
    - No stealing. Runners may leave the base only after the ball crosses the plate.
    - One base per overthrow. If no additional play is made, the runner must stop at the next base.
- **Batting**:
    - **No bunting, slapping, or base stealing.**
    - No show bunt-pull back is in effect. First time is a warning; subsequent times will be an out.
    - Dropped 3rd strike is NOT in effect. Ball is dead.

All tournament rules are based on the CP section above except for the MKP additional rules. Refer to the CP portion if necessary and then the USSSA rulebook.