

PLAYING RULES AND REGULATIONS – 8 & UNDER Coach Pitch

I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. Once an offensive team has scored 6 runs, or 3 outs have occurred, that half-inning will end.
3. No walks.

II. PLAYING FIELD

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 35 feet from Home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond Home plate into the playing field.

III. EQUIPMENT AND SAFETY REGULATIONS

1. An 11" USSSA softball shall be the official ball of this age group.
2. The official bat of this age group shall be approved softball bat.
3. Batters/runners will wear an approved helmet with face mask at all times, including leaving and re-entering the dugouts – including practices.
4. The catcher will wear approved catchers gear including helmet, mask, chest and throat protectors and shin guards – including practices. Catcher helmet must be worn any time warming up a pitcher. The catcher's mask may be removed after the ball has been hit.

IV. GAME RULES

1. 9 or 10 defensive players may be used at the discretion of each manager.
2. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond) all others must be behind the bases at least 10 feet.
3. All players will bat. No player will be passed over when it is their turn to bat.

V. Coach pitch rules:

1. The pitching coach must DELIVER the pitch with one foot in contact with the pitching plate. The pitching coach cannot throw in a manner that gives his base runners an advantage, if this occurs the coach will be removed. Second Offense: will result in a forfeit of the game. All this is the judgement of the umpire.
 - Additionally, if the ball lands in front of the plate no runners may steal a base. If the hitter hits the ball, it is considered live at that point.
 - All pitches must be catchable by the catcher. If the umpire deems that a ball is not catchable, and a runner is stealing then the umpire will make the runners return to the base they were at before the pitch.

- The pitching coach must be able to pitch the ball with minimal arch.
- 2. The pitcher will be the manager from the team that is at bat. (The manager may designate a pitcher 16 years old or older)
- 3. While the batter is attempting to hit the ball from the coach pitcher, the defensive pitcher must have at least one foot within the pitcher's circle until the ball is hit.
- 4. Each batter will be allowed 5 pitches to hit the ball. A missed 5th pitch results in a "strikeout".
- 5. The batter remains active if the 5th or any subsequent pitches are hit foul.
- 6. The batter must hit the ball into fair territory in order to get on base.
- 7. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the pitching coach interferes with a live ball intentionally, the closest runner to Home plate will be called out.
- 8. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning on the first offense; upon the second offense, the coach will be ejected from the game and the closest runner to home plate will be called out.
- 9. If a batter is hit by a pitched ball from the coach pitcher, the batter is not awarded 1st Base and the pitch counts as a strike.
- 10. Bunting IS ALLOWED.
- 11. STEALING: a runner may steal as explained below.
A runner on 1st or 2nd can advance/steal only one base per pitch even in the event of an overthrow in live ball territory when the ball crosses the plate (This is at sole discretion of the umpires and a non-arguable call). If they advance more than one base, they are liable to be put out. At end of the play, if the runner is safe and has advanced more than one base, the umpire will return the runner to the correct base.
- 12. A runner cannot steal home. If they advance home they are liable to be put out. At end of play if the runner is safe and has advanced the umpire will return the runner to the correct base.
- 13. Awarded bases will apply to all runners. This includes an overthrow into dead ball territory