

- e. Runners can only score on:
 - i. A batted ball
 - ii. A base on balls or hit batter with bases loaded
 - iii. An awarded base when the ball goes out of play to include a pitch that goes out of play

8.4.B (8 & Under and Younger) The batter is out on a third strike. If a batter strikes out and the ball is not caught, the batter is out and cannot advance to first base. The ball remains live.

8.17.H (8 & Under and Younger) The infield fly rule will not be used.

RULE 16. MEN'S RULE EXCEPTIONS

4.4. The **RUN RULE** will be 15 runs after 3 innings, 12 runs after 4 inning, 7 runs after 5 innings.

4.5 The **TIEBREAKER** Procedure will not be used.

5.1. **PLAYERS** A team shall consist of at least nine players, whose positions shall be designated as; (1) Pitcher, (2) Catcher, (3) First Baseman, (4) Second Baseman, (5) Third Baseman, (6) Short Stop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder. In addition, a designated hitter (DH) or one additional player (AP) may be used but not both.

6.1.A Only one foot is required on the pitcher's plate as per rule.

6.1.E.2 The pitcher may step backwards as per rule.

6.1.E.2 The forward step is NOT required to be within the 24 inch length of the pitcher's plate

6.1.E.3 The pitcher may leap. If both feet are in the air, the toes of the pivot foot are required to point down.

RULE 17. COACH PITCH and MACHINE PITCH RULES

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 seven (7) innings for World Series play.
- 3. Time Limits:** World Series and 7 inning games shall have a 75 minute limit. Games can end in a tie during pool play. 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. **Courtesy Runner:** A Courtesy Runner is permitted for the catcher only, subject to all applicable sections of Rule 8.3.
8. **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.
Machine Pitch only: At the start of the pitch, one player shall be in the pitcher's position on either side of the pitching machine with one foot on the side line of the 6 foot diameter circle. The pitcher cannot leave their position until the ball comes out of the machine.
9. **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. **PENALTY:** The ball is dead, and the batter is out if the ball is contacted. All other runners must return to the base occupied at the time of the pitch.
10. **The infield fly rule** is not in effect. The ball remains "live" with all runners in jeopardy of being put out or advancing.
11. A runner may not leave a base until the pitch:
 - a. (Travel ball) leaves the pitcher's hand/pitching machine.
 - b. (Rec/All-Stars) reaches home plate.**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. **On a non-batted ball, the runner must immediately return to her original base. If the defense chooses not make a play on a runner (who fails to return to her original base), the Umpire may call "Time" and order her return to expedite pace of play.**

12. Time will be called when:
- (Travel ball) a defensive player has possession of the ball in advance of the lead runner.
 - (Rec/All-Stars) a defensive player has possession of the ball in advance of the lead runner, OR the ball is returned to the player-pitcher with at least one foot on (or inside of) the line of the pitcher's circle.

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/machine pitch 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

Machine Pitch only: after a batter hits the ball, the pitching coach shall make an attempt to duck or crouch behind the pitching machine and should stay inside the circle away from the play.

Coach pitch only: 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.

Machine Pitch only rules:

- A batted ball that hits the pitching machine shall be ruled a dead ball and the batter is awarded 1st base.
- No defensive player may reach into or enter the pitcher's circle. If a player reaches into or enters the pitcher's circle a dead ball will be called and the batter is awarded 1st base.
- Pitching Machine - the pitching machine shall be set as follows:
 - Distance for center of the machine shall be thirty five (35) feet. Speed for the machine shall be set between 37-40 for 7/8U.
 - Prior to each game, the umpire will have each coach feed at least one pitch and obtain a consensus that the machine is set correctly. The umpire may adjust the machine only at the top of the inning if he/she believes it is needed unless the machine has been hit and is not set correctly.
 - A coach can't adjust the pitching machine without umpire approval. First offense will be a warning. The second offense will be automatic removal from the pitching coach position.