

Florida USSSA 8 & Under Coach Pitch Rules

1. Play will be governed by USSSA Rule Book, unless specified in this section.
2. The game will be played for 5 innings or a 75-minute time limit, whichever comes first.
3. Games can end in a tie in pool play but not in bracket play.
4. Coach will make a maximum of 5 pitches.
5. If the batter has not hit a fair ball, struck out, or been put out after receiving the maximum number of pitches without completing any of these situations will be called out. A batted foul ball on 5th pitch constitutes an out.
6. There will be no base on balls.
7. There will be no hit by pitch.
8. There will be no dropped third strike.
9. There will be no bunting.
10. Teams can bat a maximum of 11 batters or 3 outs per inning, whichever comes first. If the 11th batter comes up the offensive must let the umpire know it is the 11th batter.
11. A maximum of 8 runs can be scored each inning for each team, **regardless of situation** (e.g., 11th batter comes to bat with one or more runners on base with 7 runs already being scored that half inning, only one more run can be scored even if no out is recorded during or after that at bat).
12. The run rule will be 17 runs after 3 innings and 9 runs after 4 innings.
13. There will be no infield fly rule. The ball remains alive and in play until play is stopped. Any/all runner(s) are in jeopardy of being put out or advancing.
14. There will be no designated hitter (DH).
15. There will be no stealing. Any/all runner(s) are liable to be put out if they are off the base.
16. Base runners cannot advance on any passed balls.
17. The coach in the outfield cannot instruct his players after the ball has been pitched.
18. The pitching coach cannot instruct players on the field. The base coaches are allowed to coach the base runners only.
19. A non-player coach from the defensive team can position themselves behind, but off to the side, of the catcher to assist with passed balls but will not be allowed to coach from that position.
20. To stop runners from advancing the ball must be in front of

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the lead runner or in possession of the pitcher player inside of the pitching circle before time can be called. If the runner is more than half way to the next base when time is called, the runner will be awarded the next base.

21. The pitching coach must pitch from the pitching plate (set at 35 feet). Once the coach toes the pitching plate the ball is in play and the look back rule is in effect.

22. The player pitcher must have at least 1 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 any time.

23. The defensive coach may move the pitcher behind 2nd base for safety reasons, and must stay a minimum of ten (10) feet outside of the baseline until the ball is hit.

24. Runners cannot leave the base in this division before the ball crosses the plate. If the runner leaves the base early they shall be called out.

25. If the pitching coach is unintentionally hit with a batted ball, it is a immediate dead ball and a no pitch. If the pitching coach intentionally makes contact with the ball or in the umpires judgment interferes with a defensive play, the ball is dead and the batter is out. The coach will be given a warning and a second infraction will result in the coach being ejected.

26. The base distance will be 60 feet.

27. A one-piece rubber grip and knob combination on the bat is illegal.

28. A team may play with an optional tenth (10th) player on defense. This optional player must be positioned in the outfield and must stay a minimum of ten (10) feet outside of the baseline until the ball is hit.

29. There will be a maximum of 10 defensive players on the field, but no more than 6, including the catcher, can be positioned inside the infield baselines.

30. If the optional 10th player is used, the team must complete the game with the optional 10th spot in the lineup. If the optional 10th player must leave the game due to illness or injury, the 10th spot in the lineup is an automatic out each time that vacated spot in the lineup comes to bat. The optional 10th player may return to the lineup, assuming the vacated spot in the batting order.

31. A team shall consist of nine (9) players and a maximum of eleven (11) players if two optional additional players (AP's) are used.

32. A team must have a minimum of nine (9) players to start a game but can finish with eight (8) if one is injured or becomes ill.

33. An injured or ill player may return to the lineup but must return to the same position in the batting order.

34. For all other 8 & Under playing rules please refer to the [USSSA rule book](#).