



## 8 + UNDER FAST PITCH RULES:

### Governing Rules

USSSA official rules apply to all leagues except where special rules and/or policies of MYO take precedence.

The MYO Board of Directors reserves the right to grant exception to the rules where it is deemed to be in the best interest of all concerned.

### General Rules

1. The pitching distance will be 35 feet.
2. The bases will be 60 feet apart.
3. The home team shall furnish an official scorekeeper, NEW game ball and good used ball for backup and has the first base bench.
4. **An eleven (11) inch hard ball will be used. No softies are to be used in this league.**
5. This division will be exclusively a Coach Pitch League.
  - A. There will be no called strikes, no called balls, or hit batters. There will be swinging strikes and strikeouts. On the **sixth (6th)** pitch, the batter automatically has two (2) strikes. The batter must then hit the ball, if not the batter is out. If a ball is hit foul on the 6th pitch, or subsequent pitch, it will not count as a pitch. There are NO WALKS.
  - B. If the designated pitcher attempts to field a batted ball, the batter is out. Umpire's decision.
  - C. The defensive fielding pitcher will position herself within three (3) feet on either side of the designated pitcher. The designated pitcher shall not pitch until the fielding pitcher is adjacent to or behind the 35 foot pitching line.
  - D. A batted ball that hits the pitching coach (other than a ball that has been deflected into the coach by any of the defensive players) shall be considered a dead ball and the batter shall be awarded first base and all runners will advance one base. A batted ball that is deflected into the coach shall be considered a ball still in play and all runners may advance at their own peril.
6. All teams will play 5 inning games.
7. **RUN RULE: If the winning team leads by 12 runs after the losing team bats in the 4th inning, the game is over.**
8. **TIME LIMIT: No new inning shall start after 1 hour and 20 minutes. Ties are permitted.**
9. A maximum of five (5) runs will be counted in any single inning, with the exception of the fifth inning (if reached) which will require three (3) outs. The five (5) run per inning rule will only be lifted in the 5th inning.

10. All eligible players present for the game will be in the batting line-up for the entire game (except for injury, illness, etc., in which case no penalty will be imposed).

11. No infield fly rule.

**12. No advancement on overthrows.**

13. When a batted ball is hit into the outfield, the play will be dead when the outfielder controls the ball. The runners may only advance to the next base that they were headed to when the outfielder controls the ball.

14. This age group will allow teams to play up to 10 players in the field (6 infielders including pitcher & catcher and 4 outfielders). Outfielders must maintain a position with a minimum of 20' between them and the infielders until the ball crosses home plate.

**15. No outfielder shall make an unassisted play at any base.**

**16. A pitcher may not make an unassisted putout by running to and tagging a base.**

17. Unlimited substitution allowed. (Unlimited substitution allows any player to replace any other player defensively).

18. A team can begin a game with only eight (8) players. Upon the arrival of the 9<sup>th</sup> or 10<sup>th</sup> player the player may enter the game at the next stoppage of play. A team shall not be penalized, if due to injury or illness, the team falls below the eight player minimum after the start of the game.

19. An officially designated team will forfeit a game if it is not on the field within ten (10) minutes after the posted game time.

20. During regular season, if a team is below ten players, it may pick up a maximum of two (2) players from the next lower league to bring the total number of players up to a maximum of ten (10), with the following limitations.

- A. A Head Coach who desires to pick up a player must have prior consent of the player's parent(s) and there must not be any conflict with the picked-up player's regular team schedule.
- B. Any picked-up player must play at least two (2) consecutive innings and bat last in the batting order and bat the entire game.
- C. If a regular player arrives after the game begins, she must replace a picked-up player in the field immediately after the picked-up player has completed two (2) innings in the field. The newly arriving regular player must bat in the batting order after the last picked-up player.
- D. All picked-up players must be identified to the opposing Head Coach prior to the game.
- E. If rules "a" through "e" are violated, the game shall be forfeited.

21. This age division will NOT use sanctioned umpires. We will however schedule a paid umpire to do these games. We do not want a parent from one of the teams umpiring the game. The umpire can be an adult or a youth, but if you use a youth they must be at least 13 years of age and have knowledge of the rules.

22. **Umpire No Show** - If there are no official umpires for the game, both Head Coaches will agree on a substitute. The game will be played with a substitute umpire. If no umpire shows and the coaches disagree, the Commissioner or assignee will select an umpire of his choice to umpire the game, or reschedule the game.

23. Courtesy Runner: To help expedite the game, a courtesy runner should be used for the catcher if they are on base and there are two (2) outs. The runner shall be the player that made the last out, or in the first inning, the last batter in the line-up.
24. STEALING: THERE IS NO STEALING
25. MUST PLAY RULE: Every player who is present for a game MUST PLAY AT LEAST 2 INNINGS OF DEFENSE. Violators will be subject to forfeiture of the game.
  - A. EXCEPTION: If a player is present but is injured or is being disciplined by the coach, and will NOT be playing, the home plate umpire and opposing coach MUST BE NOTIFIED PRIOR TO THE START OF THE GAME. The coach has the option of playing or benching a late arriving player. If the coach decides to play the player, the player must be inserted at the end of the line-up. This must also be noted in the scorebook.
26. The defense can employ a maximum of two defensive coaches in the outfield during play
27. Only positive cheering directed at your own team or players is permitted. (No screaming or taunting of the other team or players will be tolerated.)
28. Coaches are held responsible for the conduct of players and fans of their team. If an umpire is having a problem with unruly fans, the coach will be asked to take care of the situation. If the problem persists, the umpire has the right to cancel the remainder of the game and declare a forfeit victory for the opposing team.