

General Rules and Regulations

1. The time/inning limit of the game is 55 minutes or 5 innings, whichever comes first. A minimum regulation game shall be 30 minutes or 3 innings after both teams have had equal opportunities at bat. Once the time-limit has been reached, the inning will be played in full (unless the home team is winning; then the bottom half will not be played). No new inning will be played with less than 10 minutes remaining. If the game is tied after the innings/time limit has been reached, the game will end in a tie. Game time begins at the conclusion of the pregame meeting.
2. There is a 5-run limit per inning. A mercy rule is implemented if the winning team is up by 11 runs at the completion of 3 innings, or up by 6 runs at the completion of 4 innings.
3. The field shall have 60 foot baselines, with the distance from home plate to the pitching rubber as 35 feet.
4. Any rules not specifically covered in this rule set will default to USSSA; the Recreation Specialist has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have a questionable effect on the league and game play.
5. **The goal of this division is to allow independence of players' ability on the field and the introduction of the concept and skill of tracking a moving ball while at bat.**

Player Eligibility

1. Male and female participants in this division shall be no less than 5 years old, and no more than 8 years old on January 1st (softball) / May 1st (baseball) of the calendar year.
2. If a team is below 9 players, the coaches and game supervisor may agree for the "loaning" of players for the game. **The purpose of this rule is for the encouragement of play. There are no standings for this division, and we want to limit forfeitures when we can prevent it.** If both teams have fewer than 9 players, the game will be played with those involved, with the offensive team "lending" defensive players in the outfield.

Batting

1. All players in the line-up will bat in continuous order. If a player is sick/injured, their spot may be skipped without penalty.
2. If a player arrives late to the game, the player is to be inserted at the end of the batting line-up.
3. Each batter will receive 5 pitches to put the ball into play. After the 5th pitch, the batter is declared out. Bunts are not allowed, and will count against the pitch count.
 - If a foul fly is caught, this will be counted as an out and the batter's turn will end.
4. There is no infield fly rule in this division.
5. There is no drop 3rd strike in this division.

Base Running

1. There is no leading or stealing in this division. There is no advancement on a passed ball.

2. A ball that is overthrown by a defensive fielder remains live for the first throw only. When a infielder has possession of the ball and is making no attempt to retire a runner, there is no advancement allowed beyond the base the runner is advancing to.
3. With 2 outs, if the catcher is on base, he is to be run for with a courtesy runner. This courtesy runner shall be the person who made the last out. **The purpose of this rule is to continue the pace of play of the game, and maximize the amount of playing time for all involved.**
4. Slide or avoid interference, contact may occur between base runner and fielder, shall govern this division. It is the responsibility of the base runner to avoid interfering with a fielder in the process of making a play on the runner if the base runner chooses not to slide. Contact with the fielder alone does not make interference.

Defense

1. A team is allowed to have 10 defensive players (pitcher, catcher, 4 infield positions, 4 outfield positions; catcher must be properly equipped at all times).
2. The pitcher must be positioned inside the pitching circle, and no infielder shall be closer than the base path when the ball is struck at.
3. No player shall play more than 2 consecutive innings in the outfield. No player shall sit out for more than 1 consecutive inning. **The purpose of this rule is to expose all defensive players to outfield and infield positions equally.**

Participation and Role of Coaches

1. Two offensive base coaches are allowed to be positioned in foul territory at a distance no closer than the base to home plate. The nearest base coach to the dugout is responsible for ensuring that players are not swinging bats while inside the dugout.
2. A third offensive coach is to deliver a pitcher from behind the 20 foot marking on the field. If the pitching coach is struck by a batted ball, the batter will be awarded first base and no other runners are allowed to advance unless forced to be the actions of the batter acquiring first base. If contact is intentional, the batter is out and all runners must return to base at time of pitch.
3. A defensive coach may stand behind the catcher to retrieve passed balls. All other defensive coaches must remain at the dugout fencing and are not allowed on the playing field unless an injury occurs or time has been granted.
4. Discussions with umpires over a call are allowed; however, only the head coach is allowed to talk with the umpire. No other coach is allowed to question an umpire's call. No judgment calls are to be discussed; only rulings that directly conflict with the rules are to be discussed.
5. Home and away is determined by schedule. The home team's book shall be the official scorebook for the game.

u8 Coach Pitch Rules Clarification

Joshua Aubin <jaubin@bransonmo.gov>

Wed 6/17/2020 2:27 PM

Bcc:

Coaches,

There has been some confusion over the way the umpires have been with the 5 pitch limit per batter. Moving forward so we are all on the same page, the umpires have been instructed as the following:

1. Each batter shall receive up to 5 pitches per at bat. If the 5th pitch does not result in a fair batted ball, the batter shall be declared out.

This addendum has been added to the u8 Coach Pitch rule sheet and will be in effect moving forward.

Joshua David Aubin

Branson Parks and Recreation
Recreation Specialist
(417) 335-2368 x2711

