



PST LEAGUE

8U Kid Pitch Playing Rules

Unless otherwise noted here in, the playing rules will follow in accordance with USSSA National Rules first, then the Official Major League Baseball Rules as published by The Sporting News.

OFFENSE

Batters

- All players will bat for the entire game. All batters will bat in the same batting position for the duration of the game.
- The designated hitter/extra player rule will not be used
- Only USSSA approved bats may be used (NO coach pitch OR T-ball bats allowed). Please see <http://web.ussa.com/ussa/ussa-general/BaseballBatMarks.pdf> for regulations
- Batters may not advance to first (1st) base on a dropped third strike

Base Distance: 60' base path

Pitching Distance: 40' pitching from pitcher's plate to home plate

Runners

Runners must avoid contact on close plays when the fielder or catcher is waiting with the ball. If a runner knocks over a fielding player with the ball in hand, he shall be called out and will be ejected from the game if such actions are considered flagrant. This sliding rule is a judgement call and may not be protested. Please have your runners slide if in doubt.

Runners may leave the base after the ball crosses home plate on a pitch. The runner is out upon leaving the base early. Runners shall not advance when the pitcher is on the pitching rubber with the ball in his possession and the catcher is in position to receive a pitch.

Runners shall not lead-off, but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tried to advance prior to the pitched ball passing home plate, the following shall apply:

- If the runner advances safely, the umpire shall call "Time" and the runner shall return to the base last legally occupied at the time of the pitch.

- If the runner is called out, the call shall stand and the runner is out.
- If the ball is hit, the defensive team shall have the option of the result of the play or a no pitch

Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced home by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed ball, wild pitches, or dropped/missed third strikes that get by the catcher.

A courtesy runner is allowed for the catcher or pitcher. The last batter(s) who made an out may run for your catcher or pitcher at any time, but is not mandatory.

DEFENSE

Pitchers

- An intentional base on balls may be given by the defensive team by having its coach or catcher request it. This may be done on any ball or strike count.
- Nine (9) defensive players (including the pitcher), shall play in the field
- Balks shall not be called
- The infield fly rule shall not be called
- If the field hosting the game has a pitching mound, it shall be used
- Each team is allowed 3 charged conferences in a 6-inning game when on defense (a conference is not charged when the pitcher is removed). One additional conference is allowed for each extra inning.

STARTING AND ENDING A GAME

- Run Rule - A team may score a maximum of five (5) runs per inning or record three (3) outs, except any inning that starts 60 minutes after the start of the game where a team may score an unlimited number of runs or record three (3) outs.
- A regulation game consists of 6 innings OR 1hr 30min, whichever happens first
- Mercy Rule – 15 runs after 4 innings, 8 after 5 innings
- The rules laid out above may be altered, if **both** coaches agree before the game begins and inform the umpire of any altered rules. If **both** coaches DO NOT agree, in the presence of the game umpire(s), then standard league rules as defined above apply. We suggest this agreement is discussed prior to game day, so the meeting at home plate before game, is simply an opportunity to inform umpire and confirm agreed upon changes.