



Super Elite 7U/8U specific Rules and Information

COACH PITCH RULES

Used in conjunction with Tournament Rules

1. **Innings:** A regulation game shall be seven (7) innings (or time limit, whichever comes first)
2. Games shall have a 60 minute time limit in pool and 70 minute time limit in bracket. 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 after time has expired shall utilize the Tie-Breaker method after time has expired shall utilize the Tie-Breaker as prescribed in Rule 4, Section 5.
3. **Runs per Inning:** A maximum of six (6) runs per inning may be scored each inning by each team.
4. **Run Rule:** In accordance with Rule 4, Section 4, the run rule is 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings. If time expires and either team is trailing and cannot mathematically tie the game, game is terminated immediately.
5. **Offensive Lineup:** The batting lineup may be any number from eight (8) to all players present; however, if a team is only batting eight (8) batters, an Absent Player automatic out will be charged in the ninth (9th) batting position anytime that position is scheduled to bat. When batting more than eight (8) players. An Absent Player automatic out will result anytime a position in the batting order is vacated for any reason if a substitute is not available whenever (and every time) the Absent Player is scheduled to bat. NOTE: The use of the DP/FLEX option is not permitted. All starting players listed on the lineup card will hit.
6. **Courtesy Runner:** A courtesy runner is permitted for the catcher only, subject to Rule 8, Section 3.
7. **Defensive Positions:** The defensive team must have a minimum of eight (8) and a maximum of ten (10) players in the field which must be listed in the batting order. No more than six (6), including the catcher, defensive players may be positioned inside the infield baselines. The outfield is defined as the area on a regulation-sized youth field which is at least 10 feet beyond the baselines between first and second bases, and second and third bases. Player-pitcher positioning: 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 player-pitcher may not leave the circle until the coach-pitcher releases the pitch.
8. The batter will receive five (5) pitches or three (3) swinging strikes, whichever occurs first. Each pitch counts as one of the five (5) allowed pitches, even if the batter does not swing. If the fifth (5th) pitch is batted (not bunted) foul, the batter remains at bat as long as they continue to foul off pitches. If the fifth (5th) pitch is bunted foul, the batter will be out.
 - a. The batter is out on a third strike whether caught or uncaught.
 - b. No bases on balls (walks) are awarded.
 - c. No awards are made for batters hit by a pitch.
 - d. Slapping is allowed.
 - e. Bunting is allowed in South Region (LA, TX, OK, AR, NM) for 8U. Bunting will not be allowed in 7U.
 - i. Smash Bunting is NOT permitted (Faking a bunt and then swinging away).



1. If an offensive player squares (or shows) bunt they must either bunt or pull the bat back without making contact with the ball. NO EXCEPTIONS.
2. Once Bunt is shown the batter can NOT SWING for any reason. Violations of this rule will result in a head coach warning for 1st offense and batter out, 2nd violation is ejection of the head coach.
3. Pulling back BEFORE the start of the pitch is not considered smashing.

ii. Fouled bunt:

1. Bunt foul with less than two strikes → Foul ball
2. Bunt foul with two strikes → Batter is OUT

This applies regardless of the pitch count. Even if pitches remain within the five-pitch limit, a two-strike foul bunt results in an immediate out

iii. Interference: The Coach-Pitcher must make every effort to avoid interfering with a play.

1. When a bunt occurs, the Coach-Pitcher has two acceptable options to help prevent interference:
 - a. Move straight backward to clear space for any defensive player attempting to field the ball, or
 - b. Remain completely still and allow the play to develop around them.
2. Once the Coach-Pitcher recognizes where the ball is being thrown, they must immediately vacate the field of play and continue to avoid interfering with any player or the throw.
3. Unintentional and Intentional Interference penalties are the same for batted and bunted balls. USSSA Fastpitch Rulebook 18th Edition, Rule 15-Coach Pitch Rules for Travel Ball, 14: Additional Coaches, Page 72.

9. **The infield fly rule** is not in effect. The ball remains live with all runners having rights and responsibilities relating to caught and uncaught fly balls.

10. **The uncaught third strike rule** is not in effect. The ball remains live with all runners having rights and responsibilities relating to caught and uncaught fly balls..

11. A runner may not leave a base until the coach-pitcher releases the pitch. **PENALTY:** The ball is dead, “no pitch” is declared, and the runner is declared out.

A runner who leaves a base on the pitch is at liability of being put out, even on a non-batted ball. Since stealing is not allowed, on a non-batted ball, the runner must immediately return to the base occupied at the time of the pitch before being legally tagged out. It is not possible to advance on a non-batted ball, even if the defense makes an errant throw. If the defense chooses not to attempt a play on the runner before she returns to her original base, the Umpire may call “Time” and order the runner’s return to expedite play. **NOTE:** Umpires are authorized to call “Time” immediately and expedite play if, in their judgment, the defense makes repeated, frivolous throws under the guise of playing the runner, or appears to use the privilege as a stalling tactic rather than a bona-fide play.

12. “Time” will be called when:

- a. a defensive player has possession of the ball in advance of the lead runner; or



- b. in the Umpire's judgment, ALL offensive and defensive activities have ceased;
- c. or for other reasons, such as serious injury.
- d. When "Time" is called, runners between two (2) bases shall be placed according to their positions on the baselines. If a runner is more than halfway to the next base when time is called, she will be awarded the base to which she is advancing; otherwise, she will be returned to the previous base. **NOTE 1:** While runners may advance and return until time is called, their activities are governed by Rule 8, Section 2 (the Look-Back Rule) if the ball is returned or possessed by the player-pitcher who is in the pitching circle. All references to "pitcher" in Rule 8, Section 2 shall apply to the "player-pitcher" in Coach-Pitch. **NOTE 2:** With respect to awards made according to runner positioning relative to the halfway line, if a runner is obstructed and, in the judgment of the umpire, the obstruction hindered or impeded the runner's ability to advance past the halfway point, the umpire may award the runner the next base to compensate the runner for the effects of the defensive violation.

13. Conferences:

- a. The offense may have one (1) charged conference per inning in accordance with Rule 4, Section 8.B.
- b. The defense may have three (3) charged conferences in a seven-inning game, and only one (1) per inning in any Tiebreaker inning, pursuant to Rule 8, Section 3.A.

PENALTY: for excess defensive conferences, the player-pitcher shall be removed as player-pitcher for the remainder of the game.

14. **Additional Coaches:** In addition to the two (2) base coaches, the only other coach permitted on the field is the Coach-Pitcher. The Coach-Pitcher must deliver the pitch with one foot in contact with the pitching plate. The Coach Pitcher may only coach the batter prior to the pitch; he/she may not coach the batter/runner or baserunners at any time. **PENALTY:** The ball remains live until the play is over. For a first offense, a team warning is issued. For a second offense, the ball is dead and the applicable runner is out. For subsequent offenses, the ball is dead, the applicable runner is out, and the Coach-Pitcher is restricted to the dugout for the remainder of the game.