

MISS FLORIDA SOFTBALL
Eight & Under Coach Pitch Rules – League & Tournament

USSSA Eight & Under Coach Pitch rules, as modified by Florida USSSA, will be followed unless superceded by one of the following Miss Florida Softball rules for Eight & Under Coach Pitch.

1. **OFFICIAL SOFTBALL** will be the 11” Optic Yellow Softball.
2. **THE GAME** – The game shall consist of seven innings or a time limit established for the game. Run rules are:
17 runs after 3 innings or 9 runs after 4 innings.
3. **DEFENSIVE PLAYERS** – All defensive players must play by position. Outfielders must be positioned on the outfield grass or behind a line 10’ outside the base path, if marked. There will be 10 defensive players on the field, with the 10th player playing an outfield position.
4. **DEFENSIVE COACHES** – One (1) defensive coach will be allowed on the field and must be positioned behind the outfielders. Defensive coach will be allowed to give continual instructions to defense. No catcher/coach will be allowed.
5. **BATTING** – The batter will be allowed five (5) pitches or three (3) strikes to hit the ball into fair territory. If the fifth pitch or 3rd strike is fouled the batter may continue to bat until there is a strike out or the ball is hit into fair territory.
6. **OFFENSIVE COACHES** – The offensive team will be allowed three (3) coaches as follows: One first base coach, one third base coach, one coach serving as pitcher.
 - (a) The pitcher/coach will pitch from a thirty-five (35) foot pitching rubber. The pitcher/coach may receive the ball from the player positioned as pitcher or catcher **ONLY**.
The pitcher/coach shall NOT give base running instructions to the batter/base runner or any other base runner.

Eight & Under Coach Pitch Rules (Cont'd)

PENALTY: First offense – warning.

Second offense – Ejection of the offending coach.

(b) The pitcher/coach must make every effort to avoid interfering with the defensive players.

(1) If the pitcher/coach is unintentionally hit with a batted ball, it is an immediate dead ball and a no pitch.

(2) If, upon an immediately batted ball, the coach intentionally makes contact with the ball or, in the umpire's judgment, interferes with a defensive play, the ball is dead and the batter is out and all runners return to the base they occupied at the time of the pitch.

(3) If the coach makes contact with the ball or, in the umpire's judgment, interferes with a "delayed" defensive play, the ball is dead and the runner closest to home is out and all runners return to the base they legally occupied at the time of the interference.

PENALTY: First offense draws a warning or ejection, based on the severity.

Second offense draws an automatic ejection of the offending coach.

- 7. BASERUNNING – The base runners must be in contact with the base until a legally pitched ball is hit. PENALTY: "No Pitch" will be called and the runner will be declared out.**
- 8. CATCHERS – The catcher may be positioned anywhere from the catcher's box to the backstop screen.**

If the catcher is positioned within the catcher's box, she must be properly equipped with shin guards, chest protector, and wear a NOCSAE approved helmet with protective mask.

Eight & Under Coach Pitch Rules (Cont'd)

- If the catcher is positioned outside the catcher's box, (between the catcher's box and the backstop screen) she must wear a NOCSAE approved helmet with facemask.**
- 9. There is a two (2) step rule in effect for all players. The ball must be thrown to first, second, third, home, or pitcher. Exception: Players fielding/receiving the ball may advance to the designated base if, in the judgment of the umpire, it is a natural play. If the two step rule is violated – the offensive player being played on will be declared safe.**
 - 10. Time will be called when a defensive player has possession of the ball in advance of the lead runner (stop progress of lead runner) or the ball is returned to the pitcher with at least one foot inside the circle (e.g. Request "time" from the umpire).**
 - 11. There will be hash marks half way between 1st and 2nd, 2nd and 3rd, and 3rd and home. These will be used to direct a runner to the next base or return to the last base touched (umpire judgment) when "time" is given by umpire.**
 - 12. Teams may use one Additional Player (AP), for a total maximum of 11 players in the batting order. (All-Star tournament only. League and Mid-season bat entire lineup.)**
 - 13. No bunting or stealing will be allowed.**
 - 14. Courtesy Runner may be used per USSSA rules.**
 - 15. A maximum of 8 runs can be scored each inning for each team.**

Approved by Miss Florida Board 2/28/2010