



2018
USSSA
All-Star Rules

2018 6U/8U USSSA ALL-STAR RULES

3. ALL-STAR RULES - THE GAME

6U

- (a) The game shall be five (5) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten - (10), eleven - (11), or twelve - (12) batters **or BAT ENTIRE ROSTER**
 - (i) Ten - (10) batters if there are only ten - (10) players present at game time.
 - (ii) Eleven - (11) batters if one- (1) AP is used.
 - (i) Twelve - (12) batters if both Optional AP's are used
- (c) **Definition of an AP (additional player)**, shall have the meaning that a team can put up to two (2) extra players in the batting line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) Each batter will get 5 pitches to put the ball in play. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.
- (e) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.
- (f) Play 10 in the field
- (g) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
- (h) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.
- (i) The defensive team shall have no more than 6 infielders. Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at any time. The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.
- (j) A 10" poly-core level 5 softball will be used for all 6U competition.
- (k) The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet). The circle will be centered at 40' with a safety line at 40'. The defensive pitcher must be in the circle and behind the 40'

line, or at least 10' directly behind second base before the Coach Pitcher pitches.

- (l) Mercy Rule - 21 after 3rd inning, 11 after 4th inning
- (m) Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all base runners must stop at the base that the umpire rules they are entitled.

*Any Defensive Player has possession and CONTROL of a ball inside the 8 ft. radius circle and time is awarded. The Ball is dead. (If) the runner has passed the half-way line advancing to the next base, then it shall be awarded to them.
- (n) The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player. NOTE: If, in the judgment of the umpire, a coach pitcher intentionally interfered with the play, The batter is out and the ball is dead.
- (o) In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.
- (p) All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. **NOTE:** The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play.
- (q) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called. A warning will be given on 1st offense. 2nd offense the Coach will be removed from the pitching circle and another pitcher will be put in his/her place.
- (r) Coach Pitchers will pitch from 30 ft. Pitching circle will have a 40 ft. Center Radius.
- (s) A ball thrown from an infield position towards first base in an attempt to get the batter out that is overthrown to the first baseman and goes past the 3 foot running lane is considered a dead ball at this point. All runners will be allowed one additional base. The ball must go past the 3 foot running lane line to be considered an overthrow. The 3-foot running lane should be run 10 feet past the bag. Exception: on last batter.
- (t) There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If an out is made by rolling the ball the batter/runner or the base-runner will be called safe.
- (u) There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. **NO COACHING (TALKING)**

(Effect) Penalty; Both Coach Pitcher & Coach Catcher:

1st Offense: It is a DEAD BALL WARNING,

2nd Offense: Coach (he/she) will be removed from their position and another coach will be put in their place.

The defensive team can choose to have a player catcher. The Coach can stand on either side of the player catcher or behind the player catcher. The player catcher can be positioned as far back as she likes, all the way to the backstop. If the defensive team chooses NOT to use a player catcher then that position is lost. Meaning you cannot move that player to the outfield for an additional outfielder or to the infield for an additional infielder.

- (v) Bases will be 60' length in distance.
- (w) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.
- (x) If a coach catcher is used, the player catcher will be positioned as far away as possible from the batter to avoid contact from a foul ball or loose bat. The coach catcher is to be to either side of the player catcher. A catcher will be in full catchers gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed.
- (y) If catcher is in the catcher's box and a foul ball is caught it is an OUT.
- (z) No DP/Flex allowed in 6U

4. **ALL-STAR RULES - THE GAME / 8U Coach Pitch and 8U Player Pitch**

Section 4.1 **8U - Coach Pitch:**

- (a) Maximum of 10 players on Defense
- (b) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), eleven- (11), or twelve (12) batters
OR BAT ENTIRE ROSTER
 - (i) Ten- (10) batters if there are only ten- (10) players present at game time.
 - (ii) Eleven- (11) batters if one- (1) AP is used.
 - (iii) Twelve- (12) batters if both Optional AP's are used.
- (c) Definition of an AP (additional player), shall have the meaning that a team can put up to two (2) extra players in the batting line-up. These players will bat where placed in the line-up and can substitute freely.
- (d) The game shall be six (6) innings or 60 minute time limit, when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- (e) Coach Pitchers will pitch from 35 ft. with one (1) foot in contact with the rubber.
- (f) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.
- (g) Each batter will get 5 pitches, or 3 strikes. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.

- (h) There are NO automatic two outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
- (i) The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baselines until the ball is batted.
- (j) Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play, if they can do so without interfering with play.

The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball-strike called and a warning given.

If the Coach continues to talk to the batter he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.

All base runners must return to the last base they legally occupied. If, in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed. **NOTE:** The coach pitcher shall only field the ball when it is being thrown to him/her in order to put the ball back in play.

- (k) A vertical line will be drawn 30 feet from home-plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.
- (l) The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so. The player-pitcher shall stand with both feet inside the eight foot radius even with or behind (but not in front) of the pitchers plate (40 feet). **Clarification to 8CP-(l):** The circle will be centered at 40' with a line at 40'. The defensive pitcher must be in the circle and behind the 40' line before the Coach Pitcher releases the ball.
- (m) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.
- (n) Mercy Rule - 21 after 4th inning, 11 after 5th inning.
- (o) A catcher will be in full catchers gear. The catcher shall wear a NOCSAE approved head protector (with dual earflaps), an approved mask with throat protector, a body chest protector and shin guards. If a hockey style NOCSAE approved catchers helmet is used, a separate throat protector is not needed.
- (p) Play shall stop when any defensive player has possession AND control of the ball in

front of the lead runner AND time is awarded by the umpire. The ball is dead and all base-runners must stop at the base that the umpire rules they are entitled.

If the defensive player has possession AND control of the ball inside the 8ft radius circle and time is awarded, the ball is dead. If the base-runner has started advancing toward the next base, in the umpire's judgment, then the next base shall be awarded to the base-runner.

- (q) NO BUNTING (a drag BUNT is a BUNT). Slapping is NOT a BUNT.
- (r) If a catcher is in the catcher's box and catches a foul ball it is an OUT.
- (s) No DP/Flex in 8U

10U thru 18U- Play by the 2016 USSSA Rules