

MYA 8U Park Rules
5 Innings or 75 Minutes

General Rules	The most recent rules from the USSSA apply, except as indicated below.
Pitching	Player pitch from 30 feet. Coach pitch from 35 feet. Coach must have one foot in contact with the rubber, player stands in back half of the circle. Player pitch: Innings 1,2, and 5. Coach pitch: Innings 3 and 4. See Pitch Count for player pitch.
Pitching Limits	No pitching limits in 8U recreation league.
Batting	Each team bats its roster. If a team has less than 9 players, an out is not taken for the missing player. If player leaves game for any reason, an out is NOT taken.
Players in Field	Max. number of players in the field is 10, unless both coaches agree to play less/more. Catcher is at coach's choice.
Bunting	Bunting is not allowed.
Slap Hitting	Slap hitting is allowed. As with any swing, the player must remain in the box and swing at the ball.
Overthrow Rule	No overthrow rules. Runners advance at will.
Infield Fly Rule	Infield fly rule does NOT apply.
Stealing	No stealing is allowed.
Base Running	Runners can leave the base when the ball crosses home plate.
Pitch Count	After player pitcher walks three batters the coach will come in to pitch remainder of inning. A batter hit by a player pitch is considered a walk for purposes of the 3 walk rule. When a coach is pitching, the batter gets 5 pitches OR 3 Strikes. A foul ball not caught on the fifth or later pitch or third strike is not an out and the batter gets another pitch.
Throwing	No deliberate rolling of the ball is allowed (overhand or underhand).
Field Setup	The 8' radius pitching circle is centered at 30 feet from the back point of home plate. Bases are at 60'. There are half-way lines on field.
Games	All games will be played as long as each team has a minimum of 7 players present. Only games necessary for all-star records will rescheduled. Time limit is 75 minutes. When time expires the game is complete after the home team completes its last at bat, unless the home team is ahead when time expires. The inning will continue until the home team gets its last bat, if necessary.
Runs Per Inning	Maximum runs per inning is 10 or the half inning is over when 10 batters have batted and play is stopped by a third out at any base with two (2) outs, or if there are less than two (2) outs, the player with the ball touches home plate. Any runs scored prior to a non-forced third out or player with the ball touching home plate count as runs for the batting team.
Mercy Rule	21 runs after 3 innings; 11 runs after 4 innings
Tie Breakers	If the game is a tie at end of regulation the game can end in tie score. International Tiebreaker innings will be played in Moody vs Moody games until a winner is declared.
Lookback/Hesitation Rule	Does not apply.
Substitutes	Defensive players may freely substitute in and out of the game so long as all players are listed on the roster prior to the start of the game.

Pickup Players

A borrowed player must bat last and play in the outfield, unless agreed upon differently by both teams' head coaches prior to the start of the game. In the case of more than one borrowed player, all borrowed players must play in the outfield and bat in the last positions in the lineup. If a team has 9 players, the team cannot borrow a player, unless the other coach approves. Moody must pick up a Moody player first in Tournament play. Coaches picking up should contact opposing coach to inform them of the pickup. Should pick up a player as close as possible to same level of play as the player absent from the game.

*International Tie Breaker - the offensive team begins the inning with one out and the last batter to make an out in the previous inning is placed on second base.