

8U Hybrid

This document is a "frequently asked questions" interpretation" of some of the USSSA Official Baseball National By-laws & Rules. There may be "errors and omissions" in this document. Therefore It does not supersede the USSSA Official Baseball National By-laws & Rules and they will take precedent. Playing rules not specifically covered BY the USSSA Official Baseball National By-laws & Rules , shall be governed by The Official Rules of Baseball – National League, as published by Major League Baseball on the MLB.com web site.

In the event of any conflict in rule between these USSSA Official Baseball National By-laws & Rules, this document AND The Official Rules of Baseball – National League, as published by Major League Baseball on the MLB.com web site, the USSSA Official Baseball National By-laws & Rules shall govern.

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Color code:
Black = USSSA Book Rule
Blue = Interleague/Park Rule
Green = MLB Rule

Balks called	12.02 Balk rules <u>shall not apply.</u>
Balls	8.01.D The official ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five (5) nor more than five and one fourth (5 1/4) ounces avoirdupois. It shall measure not less than nine (9) nor more than nine and one fourth (9 1/4) inches in circumference and <u>shall be licensed by the Association and permanently stamped with the USSSA logo.</u> The home coach will bring 2 NEW and 2 good condition used balls to home plate for use in the game
Base coaches	<p>(a) The team at bat shall station two base coaches on the field during its time at bat, one near first base and one near third base. No other coaches shall be on the playing field when play is in session.</p> <p>MLB 4.05</p> <p>(b) Base coaches shall be limited to only two in number and shall remain within the coach's box at all times. PENALTY: The offending base coach shall be removed from the game, and shall leave the playing field. <i>Comment: It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. Until a batted ball passes a coach, a coach is not permitted to position himself closer to home plate than the coach's box nor closer to fair territory than the coach's box. Otherwise, a coach shall not be considered out of the box unless the opposing manager complains, in which case the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.</i></p>

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Base distance	7.01.A -60'
Bats	<p>7.01.C Bats Small Barrel Bats - (2-1/4 inches in diameter) - Only those small barrel bats made by Approved USSSA Licensed Manufacturers that are either...</p> <ul style="list-style-type: none"> (1) Made with the OLD USSSA Mark ("USSSA BPF 1.15"); or (2) Made with the NEW USSSA Mark (3) Wood, shall be allowed in USSSA play. <p>Big Barrel Bats (larger than 2-1/4 inches in diameter) - Only those big barrel bats made by Approved USSSA Licensed Manufacturers that are either...</p> <ul style="list-style-type: none"> (1) Made with the NEW USSSA Mark; or (2) Is a qualified BBCOR bat (pursuant to the rules of the NFHS); or (3) Wood, shall be allowed in USSSA play.
Batter visits	Umpires discretion MLB 6.02 through 6.04
Batting Helmets	<p>7.01.H All offensive players shall use a double ear-flap batting helmet whenever at bat, on deck, on base or any other time outside of the dugout and the ball is live and in play. <u>Bat/ball boys are not allowed</u></p> <p>Rule 7.01.H <i>Comment: If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not immediately corrected, in the umpire's judgment, the umpire shall eject the offender from the game.</i></p>
Bunting	9.12 Bunting <u>shall not be allowed.</u>
Catcher moving to pitcher	Allowed
Catchers gear	<p>7.01.G- The catcher shall wear all appropriate protective gear including a catcher's helmet with facemask and either a <u>built in extended throat guard</u> or a <u>separately attached</u> throat guard, chest protector, shin and / or leg guards, and protective cup. In age divisions 4U – 12U, the catcher's helmet shall fully cover both ears.</p>

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Catchers mitt	Allowed to be worn by catcher only. Mitt must conform to MLB 1.12
Continuous batting	<p><i>Coaches must declare to the umpire in charge of the game if they intend to use a continuous batting order when line-ups are submitted at the pregame conference.</i></p> <p>7.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.</p> <p>7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.</p> <p>7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.</p> <p>7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.</p>
Courtesy runner	<p>7.04.B At any time, the offensive team may use a courtesy runner for the pitcher and catcher of record the previous inning on defense. The courtesy runner must be a player not presently in the line-up. If no players not presently in the line-up are available, the courtesy runner shall be the player making the last batted out. The re-entry status of the courtesy runner, pitcher, and catcher shall not be affected by this rule. If at any time, a courtesy runner is determined to be ineligible, a proper replacement pursuant to these rules (if available) will be used without penalty.</p>

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Ejections	<p><i>Any Person ejected shall be suspended from all on field activities during the teams next game.</i></p> <p><i>13.01 All players, coaches, managers, sponsors and spectators are expected to conduct themselves in a sportsmanlike manner at all times.</i></p> <p><i>13.02 Any player, coach, manager, sponsor or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the League / Tournament Director.</i></p> <p><i>13.03 Any player, coach, manager, sponsor or spectator leaving their position or base, in the field, on the bench, in the dugout area or grandstands to participate in a fight, brawl or altercation shall be immediately ejected from the game and may be disbarred / suspended pursuant to USSSA Rule 13.00.</i></p> <p><i>13.04 Any coach, manager, sponsor or spectator ejected from a game shall immediately remove himself from the vicinity of the playing field and / or grandstands for the remainder of the game. Additional penalties may be assessed at the discretion of the League /Tournament Director.</i></p> <p><i>13.05 Any player ejected from a game shall either immediately remove himself from the vicinity of the playing field for the remainder of the game or be confined to the dugout area for the remainder of the game at the discretion of the League / Tournament Director.</i></p> <p><i>13.06 All persons ejected may be asked to leave the park and / or venue at the discretion of the League / Tournament Director.</i></p> <p><i>13.07 Abusive language or cursing shall not be tolerated under any circumstances and shall result in an automatic ejection.</i></p> <p><i>13.08 Throwing of equipment shall result in an automatic ejection.</i></p> <p><i>13.09 If necessary, a team may be forced to forfeit a game and / or be removed from the league / tournament.</i></p> <p><i>13.10 As these rules indicate, the matter of disorderly conduct shall be taken seriously. The leagues / tournaments your team will be participating in will include some of the finest baseball teams in the world. The level of competition will be high and at times fierce. Because of this, please remind all players, coaches, managers, sponsors and spectators to be extra aware of good sportsmanship.</i></p>
Fielders glove	Fielders gloves must conform to <i>MLB 1.14</i>
First Baseman's Mitt	Allowed to be worn by first baseman <u>only</u> . Must conform to <i>MLB 1.13</i>
Game duration	1 hour and 30 min. No inning will start after time has expired.

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Grace period	15 minutes. After 15 minutes from scheduled start of game OR when the Umpire in chief of the game starts the pregame conference. If either team cannot field a minimum number of players (8) the team below minimum team will forfeit the game. Any time used during the grace period will be deducted from game time.
Infield fly	9.09 The Infield Fly Rule <u>shall not be</u> in effect at any time.
Intentional walk	7.04.A An Intentional Walk may be issued upon <u>announcement from either the pitcher or catcher.</u> The four (4) pitches need NOT be thrown.
Lead off base	<p>12.05 Runners shall <u>not lead-off</u> but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply: Rule 12.05 Approved Ruling: 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.</p> <p>12.06 Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.</p> <p>9.18 Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the defense for the purpose of this rule.</p> <p>Rule 9.18 Comment: When a runner stands off a base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.</p>

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<p>Line up requirements</p>	<p>7.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.</p> <p>7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.</p> <p>7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.</p> <p>7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.</p>
<p>Mandatory play</p>	<p>All players shall bat at least once and be on defense for 6 outs of which 3 must be continuous</p>
<p>Mercy Rule</p>	<p>7.03.B- 15 after 3 innings OR 8 after 4 innings</p>
<p>Metal spiked shoes</p>	<p>7.01.F.1 Non-metal cleats must be worn.</p>
<p>Min players to start</p>	<p>7.02.F Teams may play an official game with an eight (8) player line-up. If a team plays with an eight (8) player line-up, an out shall be declared for the ninth (9th) position in the batting line-up each turn at bat. A ninth (9th) player and all subsequent players may be added to the bottom of the batting line-up as soon as they become available.</p> <p>7.02.G A team may continue a game with a minimum of eight (8) eligible players.</p>
<p>On deck batter</p>	<p>Allowed but USSSA approved weighted bats or USSSA approved weights, may be used the on deck circle and All offensive players shall use a double ear-flap batting helmet whenever on deck, on base or any other time outside of the dugout and the ball is live and in play.</p>

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<p>Hybrid Pitching Rules</p>	<p>Player will pitch until 4 balls OR a strike out is recorded, called or swinging, If four balls are called by the umpire the offensive coach delivers 3 pitches to put the ball in play or a strikeout under the rules contained this section. The pitching coach shall keep one foot in contact with the pitching during his/her delivery. <i>During the coach pitch portion of an at-bat runners on base may not advance until the ball is hit by the batter.</i></p> <p>9.04.B The pitching coach shall not verbally or physically coach while in the pitching position</p> <p>9.04.C The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.</p> <p>Rule 9.04.C Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called.</p> <p>Rule 9.04.C Additional Penalty: If a coach violates this rule before the ball is pitched,</p> <p><i>First Offense:</i> Warning;</p> <p><i>Second Offense:</i> Removal of coach as the pitcher for the remainder of the game.</p> <p>9.19 When a batted ball hits the Pitching Coach, the following shall apply:</p> <p>9.19.A If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.</p> <p>9.19B If in the umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.</p> <p>9.07 The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.</p> <p>Rule 9.07 Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.</p> <p>Rule 9.07 Additional Penalty:</p> <p><i>First Offense:</i> Warning;</p> <p><i>Second Offense:</i> Removal of player from the pitching position for the remainder of the game.</p>
<p>Pitcher moving to catcher</p>	<p>Allowed</p>

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Pitcher visits	<p>7.05.A Leagues and tournaments shall adopt the following rules pertaining to the visit of the manager or a coach to the pitcher. This rule limits the number of visits a manager or a coach may make to any pitcher in any one (1) inning;</p> <p>7.05.A.1 A second (2nd) visit to the same pitcher in the same inning will cause this pitcher's automatic removal from the pitching position;</p> <p>7.05.A.2 The manager or a coach is prohibited from making a second (2nd) visit to the mound while the same batter is at bat, but</p> <p>7.05.A.3 If a pinch-hitter is substituted for this batter, the manager or a coach may make a second (2nd) visit to the mound, but must remove the pitcher. A manager or a coach is considered to have concluded his visit to the mound when he leaves the eighteen (18) foot circle surrounding the <i>pitcher's rubber</i>.</p> <p>7.05.B A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 7.05.C.7.</p>
Pitchers Glove	<p><i>Must conform to MLB 1.15</i></p> <p>(a) The pitcher's glove may not, exclusive of piping, be white, gray, nor, in the judgment of an umpire, distracting in any manner.</p> <p>(b) No pitcher shall attach to his glove any foreign material of a color different from the glove.</p> <p>(c) The umpire-in-chief shall cause a glove that violates Rules 1.15(a) or 1.15(b) to be removed from the game, either on his own initiative, at the recommendation of another umpire or upon complaint of the opposing manager that the umpire-in-chief agrees has merit.</p>

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Pitching delays	<p>MLB 8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 12 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The 12-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to the pitcher. The timing stops when the pitcher releases the ball. The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.</p>
Pitching distance	7.01- 40'

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Pitching limitations

7.05.B A player removed from the pitching position (starting pitcher or subsequent relief pitcher) may not return to the pitching position for the remainder of the game. The defensive team may correct this rules infraction at any time by substituting a legal pitcher without penalty. If an illegal pitcher is permitted to pitch, any pitch or play that results is legal. The rule violation should be caught by the umpire or the offensive team and immediately corrected. If the violating pitcher has legal innings remaining, the violation is deemed an improper substitution and is corrected without penalty. If the violating pitcher has no legal innings remaining, it's deemed a pitching limitations violation pursuant to USSSA Rule 7.05.C.7.

7.05.C.1 ONE DAY MAXIMUM TO PITCH THE NEXT DAY: The maximum number of innings a player can legally pitch in one (1) day and still pitch the next day IS 3 innings.

7.05.C.2 ONE DAY MAXIMUM: The maximum number of innings a player can legally pitch in one (1) day IS 6 innings.

7.05.C.3 THREE DAY MAXIMUM: The maximum number of innings a player can legally pitch in three (3) consecutive days IS 8 innings

7.05.C.4 MANDATORY DAYS OF REST;

7.05.C.4(a) A player that pitches more than three (3) innings in one day **MUST** rest the next day.

7.05.C.4(b) A player that pitches eight (8) innings in two (2) consecutive days **MUST** rest the next day. **7.05.C.5** For all cumulative totals in this rule, one (1) out equals one-third (1/3) of an inning, two (2) outs equals two-thirds (2/3) of an inning and three (3) outs equals one (1) full inning. A pitcher that pitches in a game and records no outs is not charged with any innings pitched.

7.05.C.6 Outs recorded during a game that ends in forfeit shall count towards a pitchers' innings limits.

7.05.C.7 For purposes of pitching limitations rules, a pitcher is in violation of the rule if he records any out above the legal pitching limits pursuant to these rules.

Rule 7.05.C.7 Exception: Exceeding the maximum innings allowed in the case of a double or triple play shall not be counted against the pitcher.

Rule 7.05.C.7 Penalty: It shall be the responsibility of each team manager to challenge pitching violations by notifying the Umpire-in-Chief and then filing a Protest with the League / Tournament Director. A protest may be filed at any point after the pitcher in violation records an out beyond his legal limit **AND** while the pitcher in violation is in the game and in the pitching position. If such violation is the last recorded out of the game, the protest **MUST** be filed prior to the umpires and the protesting team leaving the field of play. Any violation of USSSA Rules 7.05.C.1 – 7.05.C.7 shall result in immediate forfeiture of the game. If such violation occurs during Pool-Play, the team in violation of the rule may not advance to the championship bracket regardless of record.

7.05.C.4(c) A player that pitches three (3) consecutive days (regardless of total quantity of innings pitched) **MUST** rest the next day.

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Protests	<p>15.01 Umpires will work to settle all situations on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the League / Tournament Director before the next pitch following the dispute. If a call to be protested is the last recorded out of a game or on a game ending play, the protest MUST be filed prior to the umpires and the protesting team leaving the field of play. No protest will be allowed following the game. League /Tournament officials will rule on all protests and their decisions shall be final.</p> <p>15.02 The Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.</p> <p>Rule 15.02 Comment: <i>Leagues may develop their own method of fee structure, recording and settling protests.</i></p>
Regulation game	<p>7.03.A A regulation game consists of six (6) innings OR 1 hour and 30 minutes, which ever comes first.</p>
Run on dropped third strike	<p>12.03 A batter is automatically out on a dropped / missed third (3rd) strike by the catcher.</p>
Max runs per inning	<p>5</p>
Sliding	<p>7.04.C Whenever a tag play is evident, a runner must slide OR seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties.</p> <p>Rule 7.04.C Penalty: The runner shall be called out and may be ejected from the game at the umpire's discretion.</p> <p>Rule 7.04.C Comment: <i>When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected.</i></p>

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Stealing	<p><i>During the coach pitch portion of an at-bat runners on base may not advance until the ball is hit by the batter.</i></p> <p>12.05 Runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has passed home plate. When a runner tries to advance prior to the pitched ball passing home plate, the following shall apply:</p> <p>Rule 12.05 Approved Ruling: 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.</p> <p>12.06 Runners shall not advance from third (3rd) base to home unless the runner is batted home or forced by a base on balls, hit batsman, or award from the umpire. Runners shall not advance from third (3rd) base to home on passed balls, wild pitches or dropped / missed third (3rd) strikes by the catcher.</p>
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Substitution	<p>7.02.D.1 Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. Such line-up must be declared before the start of the game and used the entire game.</p> <p>7.02.D.1(a) If a team uses a line-up that contains substitute players, all starting players may be removed and re-enter the game once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.</p> <p>7.02.D.1(b) If a team uses a line-up that contains ten (10) players, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes.</p> <p>7.02.D.1(c) If a team uses a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions with the exception of the pitching position. Any player(s) arriving after the game has begun, shall be added to the bottom of the batting line-up. When using the continuous lineup and a player has to leave the game for any reason, that position in the line-up becomes an out when that at bat comes around.</p>
Suspended game	<p>7.03.C.2(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond four (4) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the fourth (4th) inning. Games that cannot be declared a regulation game by USSSA Rules 7.03.C.2 & 7.03.C.2(a) shall be a suspended game.</p> <p>7.03.D All games that for any reason cannot be declared a regulation game pursuant to USSSA Rule 7.03.C shall be a suspended game. A suspended game when resumed, will resume from the exact point of suspension.</p>

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Ties	<p>Tiebreaker will be used if the game ends in a tie. At the start of the inning after the game is tied visiting team shall place the player that is listed in the batting order prior to the batter who will lead off the inning at second base. The home team shall do the same for one inning only. If a tie still exists the following shall be in effect.</p> <p>7.03.C.1(a) If a regulation game is called with the score tied and one (1) or more innings has been completed beyond three (3) innings, the score shall revert back to last completed inning, or last completed half (1/2) inning if the home team leads but back no further than the third (3rd) inning. Games that cannot be declared a regulation game by USSSA Rules 7.03.C.1 & 7.03.C.1(a) shall be a suspended game.</p>
Warm up devices	<p>7.01.C.B. Only USSSA approved bats, USSSA approved weighted bats or USSSA approved weights, may be used the on deck circle.</p>
Warm up pitches	<p>MLB 8.03 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch <u>not to exceed eight preparatory pitches</u> to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. <u>Such preparatory pitches shall not consume more than one minute of time.</u> If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.</p>