

ROGERS COMMUNITY-SCHOOL RECREATION ASSOCIATION

8 & UNDER - COACH PITCH RULES

USSSA RULES WILL BE FOLLOWED, EXCEPT WHERE AMENDED BY THE FOLLOWING:

(1) All players must be on the league-issued roster on file with the league director prior to playing in any games. Any coach that violates this procedure WILL FORFEIT the game(s) that the illegal player participates in.

(2) Pitching Distance – 35'; Base Distance – 60'; Ball Size – 11"

(3) Shoes must be worn. **No Steel Cleats!**

(4) Teams may start or continue a game with a minimum of six players. Teams must begin at scheduled game time if six or more players are present at game time. If less than six players are present, the game is a forfeit.

(5) A batting order of all girls present at game time will be presented to the scorekeeper. Any late arrivals will be added to the bottom of the list. Each girl will bat in the order listed. Each girl will play two complete innings, from start to finish, on defense. A child may be removed from the line-up without an "automatic out" being charged to the team in the case of injury, or a need to leave early. If a player is already on base and is injured during a play, then you may substitute a player to complete that inning (the last player to either have scored a run or to have made an out). Players may be deprived of playing time for disciplinary reasons or chronic absenteeism only with **PRIOR** approval from the league director.

(6) A regulation game will consist of seven innings. Exceptions: There will be a 60 minute time limit on each game. The time begins when the pre-game conference ends and the home teams is allowed to take the field. A new inning begins as soon as the third out is recorded in the previous inning. No inning may start after 60 minutes, even if the game is tied. If time has expired and either team is behind and cannot catch up, the game shall be over immediately. Non-tournament games can end in a tie. Tournament games will follow USSSA tiebreaker rules.

(7) In addition to base coaches, only a coach in the pitcher's circle is allowed on the field of play. The coach pitcher must deliver the pitch with one foot in contact with the pitching plate. The pitching coach may only coach the batter prior to the pitch. He/she may not coach the batter-runner at ANY time. The pitching coach must make an effort to avoid interfering with the play. If in the umpire's judgement, a coach interferes unintentionally with the batted ball and/or defensive play, the ball will be declared dead and the pitch replayed. If in the umpire's judgement, a coach interferes intentionally, the lead runner is out and the play replayed. If there are no runners, the batter is out.

(8) Defense will use up to ten players, but only six defensive players are permitted on the infield dirt. Defensive players shall be permitted to wear any type of glove at any position. The player pitcher must have a 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.

(9) The catcher must wear a mask, protective helmet, shin guards, and chest protector. All batters and baserunners must wear protective helmets with proper facemask, including the on deck batter. Deliberate loss of the helmet is an automatic out! Accidental helmet loss is not an out. Judgment of the umpire is final.

(10) The ball may be ruled "dead" and "TIME" called when it is clear that a player in the infield has secured the ball, and base runners cannot advance. When all defensive players are in proper position, the umpire shall call "PLAY BALL", and the next player takes her turn at bat.

(11) The batter will receive five pitches or three swinging strikes, whichever occurs first. Each pitch will count as one of the five even if the batter does not swing. If the fifth pitch is hit (not bunted) foul the batter will remain at bat as long as she continues to foul off pitches.

a. There shall be no Base on Balls (walk) awarded.

b. Hitters hit by a pitch will not be awarded 1st base.

c. Bunting is NOT allowed. PENALTY: The ball is dead, and the batter is out if the ball is contacted. All other runners must return to the base occupied at the time of the pitch.

(13) No stealing. Baserunners may advance when the ball is hit into play.

(14) **Six Run Rule:** If either team scores six runs in any one inning, the umpire will signal that there has been six runs scored and the team that scored the six runs will automatically take the field.

(15) There is no dropped third strike rule.

(16) The infield fly rule will not be used.

(17) To promote good sportsmanship, any verbal harassment directed towards an opposing team by players, coaches, or fans is prohibited. Cheer as loud as you want for your team, but do not direct negative comments toward the other team.