

HUTCHINSON RECREATION COMMISSION

7&8 Coach Pitch Rules

***Games will be played by rules of the United States Specialty Sports Association (USSSA), except when in conflict with the following rules:**

1. Games will have a 60-minute playing time. No new inning will be started after 55 minutes has expired. Any inning already started shall be completed.
2. Game time is forfeit time. Each team must field 6 players at game time or forfeit.
3. The run rule will be 12 runs after 3 innings and 10 runs after 4 innings and 8 runs after 5 innings. There is a 5-run limit each inning. Once a team scores 5 runs or makes three outs, whichever comes first, that half of the inning is over. Any runs scored after the 5th run will not be counted. Game will end when one team is 6 runs ahead and time has expired.
4. Field dimensions of 60-foot base paths will be used.
5. For every game, each team must provide one good used USSSA approved ball and one new USSSA approved ball. The umpire will put these balls in play by rotation. This league will use an 11-inch, .47 core, optic (yellow) ball.
6. There is unlimited substitution, but coaches still need to check players in and out. **COACHES – EVERY PLAYER PRESENT AT THE GAME MUST BE IN THE BATTING LINE-UP!**
7. Batters throwing their bat will be called out.
8. No stealing allowed. No bases can be advanced except on a fair hit ball. Runners' foot must remain on base until the ball is hit. If not, the play will be called back and replayed. A dropped 3rd strike is an out, runners may not advance. No walks allowed.
9. Each batter will receive a maximum of 5 pitches, unless a normal 3 swing strike out has occurred first. If the batter fouls off the 5th pitch, they will be allowed one more pitch. If a batted ball hits the coach, the ball is declared dead and the batter will receive credit for a hit and all runners, if any, will move up 1 base if forced.
10. The ball will be declared dead by the umpire when the ball is in circle and the pitcher has control of the ball. If the runner is more than half way the umpire will advance the runner to the next base.
11. If a parent is causing problems, the umpire will ask the coach to warn them. If the problem continues, the parent will be asked to leave the ballpark, and/or the game will be forfeited.
12. Bunting will not be allowed. Pitcher must have both feet inside the circle and not standing in front of the pitcher pitching the ball.
13. A game in progress that is called due to weather will be official if 3 innings have been played (2 1/2 if the home team is ahead).
14. A coach will pitch to their team and will pitch a underhand motion to the batter from a distance of 35ft or where the coach can get the ball across no closer than the outer edge of the circle .