BERNARD HOLLAND

7 & 8 Coach Pitch – Rules of Play

1 TIME LIMIT One hour and fifteen minutes or six (6) innings, whichever comes first. When time expires, the inning will be continued to the end of the inning if the visiting is ahead or to the middle of the inning if the home team is ahead. 2 **GAME END** In the event of a tie at the end of the inning after time has expired, the game will be recorded as a tie. If, at the end of the season there is a tie for first place, all teams tied for first will play off to determine a season winner. **BATTING ORDER** All teams will bat round-robin 3 4 **DEFENSE** Will consist of ten (10) regular players with four (4) outfielders and one (1) pitcher. a) Only one pitcher may be used. b) The pitcher must position themselves with one foot completely inside the pitcher's circle. c) All fielders must position themselves behind a line extending from the pitching rubber laterally to the foul lines. **RUNS PER INNING** 5 Six (6) runs per inning. 6 DEAD BALL The umpire shall declare a dead ball by announcing "TIME" when in his judgment: a) Any fielder has control of the ball within the pitcher's circle, raised his hands AND asks for time b) Any fielder has control of the ball while in front of the lead runner, the fielder raises his/her hands, asks for time AND the lead runner stops his/her forward progress c) All runners stop their forward progress by choice 7 **GROUND RULES** The pitcher's circle will be a distance of 46 feet from home plate, will be a five (5) foot radius measured from the center of the pitching rubber. There will be 60 feet between bases. An arc will be drawn 15 feet from the back of home plate from foul line to foul line in fair territory. This area will be foul territory for the purpose of batted balls. A line will be drawn halfway between first and second base, second and third base, and third base and home plate. These will determine the runners' degree of advancement when time is granted. Note: A runner must have established BOTH feet clearly beyond these halfway marks in order to be granted the next base when "TIME" is called. THE BATTER 8 All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner. 9 THE CATCHER Can wear a face mask with throat protector, mitt, chest protector, and shin guards; or wear a batter's helmet and stand in the grass of the batting circle 10 **COURTESY RUNNER** Will be allowed for the catcher of record with 2 outs. Rule will not be in effect. 11 **INFIELD FLY** 12 **BUNTING** Will not be allowed.

After six (6) pitches OR three (3) swinging strikes, whichever comes first.

Will not be allowed.

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STEALING

BATTER IS OUT

15	COACHES	On offense a first base coach, a third base coach, and a coach to pitch to their team's batter will be allowed on the field. On defense, coaches may sit or stand immediately in front of their dugouts as long as they are not in the way of play.
16	BASE AWARDS	All overthrown balls are live unless the ball leaves the field of play. On a continuing play with one or more overthrown balls, the batter-runner may advance until they reach third base but no father. Runners may only score on a ball batted into play. Any (fair) batted ball that bounces over or rolls through or under a fence will be a ground rule double.
17	RUN RULE	If a team is ahead by ten (10) runs after four (4) complete innings (3 $\%$ for the home team), the game will be called. If a team is ahead by seven (7) runs after five (5) complete innings (4 $\%$ for the home team), the game will be called.
18	UMPIRES	Two (2) umpires shall be present for games. The home plate umpire shall call fair or foul, keep count of the pitches thrown, plays at home plate, leaving bases early, and assist in making calls at bases. Both umpires may stop play by calling time out. ANY thrown ball striking an umpire is in play.
169	OTHER	Refer to the USSSA National By-Laws and/or Official Baseball Rules for situations not covered by these rules.

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