

6U COACH PITCH RULES

1. FIELD DIMENSIONS:

- a. Bases – 50 feet
- b. Coach Pitch Line – 20 feet
- c. Pitcher Circle – 8-foot radius around 35' pitching plate
- d. Half way hashes marked between bases

2. GAME: 5 innings or 60-minute time limit

3. INNING RUN RULE: 5 runs.

4. GAME ENDING RUN RULE: 12 runs after the 4th.

5. OFFENSIVE:

- a. Continuous batting order of all players.
- b. Players arriving after the umpire has started the game will be entered at the end of the batting order.
- c. A substitute or “pinch” runner for an injured player will be the batter who made the last out.
- d. The coach will throw three (3) pitches. There are no strike outs. If the batter fails to put the ball in play after 3 pitches, the batter will get 2 pitches to put in play from the tee.
- e. There will be no automatic out obtained for playing with the seven (7) player minimum.
- f. Safety Bag must be in place at first base.

6. DEFENSIVE:

- a. Ten (10) players maximum in the field (4 outfielders). Infield must be filled first, this includes catcher. Outfielders at THF must be in the grass when

ball is put into play.

b. Seven (7) players minimum to field a team.

NOTE: The missing 8th, 9th, or 10th players are not scored as automatic outs.

c. All players must play in normal defensive positions. Infielders will be no closer than five (5) feet in front of the baselines until the ball is hit. Outfielders will be no closer than (20) feet behind the baselines until the ball is hit.

d. Players must not "ROLL" or "BOWL" the ball in an effort to put out a base runner.

Players must throw the ball. Failure to conform to this rule will result in the batter runner/base runner being declared safe (this is all bases including home).

e. Infield face masks are HIGHLY recommended.

1. ADVANCE ON AN OVERTHROW: On an overthrow to a base, a runner may advance to the next base at her own risk. If the defensive team attempts to throw out the runner advancing to the next base after an overthrow occurs and another overthrow occurs, the runner may advance to the subsequent base, again at her own risk. If the defense does not attempt to throw out the runner advancing on an overthrow, play is stopped at the one base advancement.

2. FREE SUBSTITUTION: Allowed, including pitchers.

3. MANDATORY PLAYING TIME: ALL PLAYERS must be in the lineup and play 6 consecutive outs in the field. IF 6 consecutive outs is not met, due to time constraints, then that player MUST at least start the following game for 6 consecutive outs. BOOK will note player not allowed to play the outs.

4. BUNTING: Not allowed.

5. INFIELD FLY RULE: Not applicable.

6. STOPPING OF PLAY: Pitcher must have control of the ball within the eight (8) foot circle or the defensive player with the ball must be in a position to stop advancement of the lead runner until time is called by the umpire. NOTE: Base runners that are at least half way to the next base when time is called shall advance to the next base. If the base runner is not to the half-way mark, the base runner will return to their base of origin.

7. PITCHING: Coach will pitch 3 pitches to the batter.

There are no strikes. Batter will be able to swing at all 3 pitches. IF Ball is not put in play, batter will get 2 swings to put ball in play.

NOTE: Once the ball is put into play, the coach pitcher must exit the field in a manner that will cause the least obstruction to the play. Interference by the coach will be an umpire-based judgment call and is not debatable.

8. COACH PITCHER HIT BY BATTED BALL: In the event that a coach is hit by a ball put into play by the batter, the ball is considered a dead ball/no pitch. The batter is not penalized in this case.

9. BASE STEALING: Not allowed.

10. BASE RUNNER: The base runner must maintain contact with the base until the ball is hit. Any violation will result in the base runner being declared out.

11. LEAGUE STANDINGS: Athletic Director will be responsible for keeping win loss record for the purpose of tournament play.

12. BALL SIZE: Eleven (11) inch ASA fast pitch softball.

13. ABBREVIATED GAMES: In the event of inclement weather or darkness, a game will be ruled official if the losing team has batted at least three (3) complete innings. The score will revert to the last complete inning to determine the winner. If three (3) full innings have not been completed, the game will be declared a suspended game. See RRSA Rules and Regulations (O).

14. COACH ROLE: A total of three coaches on offense (including the coach pitcher) and three coaches on defense are allowed on the field during play.

Coaches may not interfere with the normal flow of the game. NOTE: Once ball is contacted with the bat, the defensive coaches must exit the field in a manner that will cause the least obstruction to the play.

Interference by the coach will be an umpire based judgment call and is not debatable.

15. Any further rules clarifications will be governed by Athletic Director and ASA Rules.