

BERNARD HOLLAND

BENTON YOUTH SPORTS ASSOCIATION

5 & 6 Coach Pitch – Rules of Play

- 1 **TIME LIMIT** Fifty-five (55) 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 team 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.
- 3 **BATTING ORDER** All teams will bat round-robin.
- 4 **DEFENSE** All players shall play on defense. Will consist of nine (9) regular fielding positions and any extra fielders will play in the outfield.
 - 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.
 - d. Only six (6) players (four infielders, a pitcher, and a catcher) may position themselves outside of the outfield grass from the offending positions.
 - e. Obstruction will be called when, in the view and judgment of the umpire, fielders not making a play on the ball impeded the progress of a runner, even if the runner does not make contact with the fielder.
- 5 **RUNS PER INNING** 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 pitching rubber will be a distance of 46 feet from home plate. The pitcher's circle will be a five (5) foot radius measured from the center of the pitching rubber. There will be sixty (60) feet between bases. An arc will be drawn fifteen (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.
- 8 **THE BATTER** 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 batter's circle
11	COURTESY RUNNER	Will not be allowed.
12	INFIELD FLY	Rule will not be in effect.
13	BUNTING	Will NOT be allowed.
14	STEALING	Will NOT be allowed.
15	BATTER IS OUT	After three (3) pitches from the coach and three (3) attempts off the tee. Clarification: After three attempts, a foul ball does constitute an out.
16	COACHES	On offense a first base coach, a third base coach, and a coach to operate the pitch/set the tee will be allowed on the field. On defense, two coaches will be allowed in fair territory in the field of play to instruct fielders but must remain in the outfield grass (behind the infield) and out of the way of the play. Note: The total number of non-players either on the field or in the dugout shall not exceed four.
17	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 farther. 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.
18	OUT OF PLAY	If the ball leaves the field of play after making contact with a fielder, one (1) base will be awarded to all runners. a. The umpire shall determine which base the runner was entitled to at the point of the ball going out of play and award one base beyond. b. Example: runner from first is not halfway when the ball leaves play. S/he will be awarded second. c. Example: runner from first is fully beyond halfway when the ball leaves play. S/he will be awarded third. d. Runner awards may not "push" previous runners to an extra base. e. Example: Batter-runner is more than halfway between first and second but a previous runner is less than halfway from second to third when the ball leaves play. Normally, the batter-runner would be granted second base plus one base for being past the line and due to the ball going out of play. However, due to there being a runner who is required to occupy third due to not being more than halfway to third when the ball went out of play, the batter-runner must remain at second.
19	RUN RULE	If a team is ahead by thirteen (13) runs after three (3) complete innings (2 ½ for the home team), the game will be called. If a team is ahead by seven (7) runs after four (4) complete innings (3 ½ for the home team), the game will be called.
20	RUNNER INTERFERENCE	A runner will not be called out unless the runner makes direct contact with fielder making a play on the ball.
21	OTHER	Refer to the USSSA National By-Laws and/or Official Baseball Rules for situations not covered by these rules.