

Coach Pitch Fall League Rules

- A. 10 defensive players shall play in the field along with 4 outfielders. The 4th outfielder shall not assume an infield position.
- B. Teams may use free substitution on defense, but the batting order shall remain the same.
- C. Bunting is not allowed.
- D. Catcher must squat behind home plate in full gear.
- E. Maximum of 7 runs per inning.
- F. 6 pitches or 3 swinging strikes – Player may continue to bat if they continue to foul off pitches.
- G. No infield fly will be in effect
- H. Defensive players must remain behind the 30' safety arc until the ball has been hit.
- I. Play is stopped when the progress of the lead runner is stopped. Umpire calls time as soon as lead runner is not attempting to advance.
- J. Pitcher must have one foot in circle or behind the pitching coach.
- K. The pitcher shall not leave the pitching circle until the ball has been hit.
- L. Game time is 70 minutes. Drop dead is in effect for all league games. For the end of the season tournament the game time will be 70 minutes however, no new inning will start with less than 5 minutes left in the game.
- M. Base length will be 60 feet
- N. The pitching coach shall keep one foot on or straddle the pitchers line. The coach can pitch anywhere in-between the 30' safety arc and the 42' pitching circle.
- O. Runners shall not lead off or steal bases. A runner will be called out for leaving the base before the ball is hit or reaches home plate.
- P. If a thrown ball hits the pitching coach, it is considered a live ball, unless the Umpire determined the coach intentionally interfered. If Ump feels it was intentional, it will be a dead ball and the play is repeated (Do Over)
- Q. If the Pitching Coach is hit with a ball leaving the bat, all runners will return to their previous base and the batter will bat again. (Do- Over)
- R. Defensive coaches may take a position in the outfield in foul territory in accordance with the USSSA Rule book
- S. Run rules will be in effect for all games
 - i. 15 runs after 3 complete innings
 - ii. 12 runs after 4 innings
 - iii. 10 runs after 5 innings
- T. A player is required to play a minimum of 2 league games in order to be eligible for the end of season tournament.

RULE 8.00 – COACH PITCH SPECIFIC RULES

8.01 Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

8.02 Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

8.03 Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate.

8.04 Pitcher's Line: There shall be a line drawn from the pitcher's circle to the safety arc.

8.04.A The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.

8.04.B The pitching coach shall not verbally or physically coach while in the pitching position

8.04.C The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

Rule 8.04.C Penalty: If a coach violates this rule after the ball is pitched, obstruction shall be called.

Rule 8.04.C Additional Penalty: If a coach violates this rule before the ball is pitched, First Offense: Warning;
Second Offense: Removal of coach as the pitcher for the remainder of the game.