

Stockton Recreation Commission

Softball Coach Pitch Rules

- 1. Coach Pitch will have a (4) game regular season schedule. Games will consist of 5 Full Innings or a 1 Hour time. If there is a tie at the end of 5 innings or at the end of the time, then the game will end in a tie. All Games rained out will be rescheduled. Games are on Monday in June. Some games may be moved if there is a scheduling conflict with Western Kansas Softball Schedule.**
2. The Head coach must always be in complete charge of his coaches and players and is responsible for the instruction and enforcement of all League rules. Coaches will always treat Umpires with respect. Any conversation with the Umpire must be in complete control and in a respectful manner.
3. 11-inch Ball will be used for this league.
4. All girls will be required to wear a facemask provided by SRC, a glove, cleats if you have (no metal spikes), and proper uniform.
5. 8-ft circle around the Pitching mound will be established. Once the pitcher has the ball in complete control inside the circle the runners cannot advance.
6. Leading off once the ball has left the pitcher's hand. **NO STEALING**
7. Overthrown balls equal one base advancement.
8. Each batter is given 5 pitches to hit. If the batter doesn't hit the ball, she will be given the chance to hit off the Tee. The batter can swing 5 times, she will not be out; she will still have the opportunity to hit off the Tee, but can only proceed to first base.
9. There will be no outs because of the batter swinging, the inning will end when the team gets 3 outs in the field or bats its last player in their lineup.
10. Once a batter hits the ball, they will be coached to **NOT** throw the bat. Repeat offenders will be called out at the discretion of the Umpire.
11. Runner and Fielder interference. A runner has the opportunity to advance on a hit but must not run into a fielder making a play. However, if a fielder is not in the process of making a play, they may not block the base path. Umpire discretion.
12. Teams will have 9 players in the field but all players on the team must bat and stay in that batting order the whole game.

13. Equipment will remain in the dugout when not in use. Batter's Circle may be used for the batter who is on deck.