

El Paso County Sportspark: Coach-Pitch Rules

El Paso County Sportspark will play under the rules of the current year United States Sports Specialty Association (USSSA) Official Rule Book. In addition, the El Paso County Sportspark has implemented additional rules that all coaches and umpires must follow (see Baseball League Guidelines). All coaches, team representatives, and umpires will complete the County of El Paso background check process.

Official Game

1. A game shall become official after **four innings** have been completed or after 3-1/2 innings if the home team is ahead.
2. **Run rule:** 15 runs after 2 innings, 10 runs after 3 innings, or 8 runs after 4 innings.
3. A team may start a game with no less than **8** players, failure to field eight players is cause for forfeit. The 9th and 10th positions will be an out.
4. Every player must play at least one inning (offense and defense) to include one at bat. **Violation will result in forfeit of that game.**
5. Rule 4 only applies to complete games.
6. The game shall be five (5) innings or a **one-hour** time limit. No inning will start with 4 minutes or less on the clock or after the time limit has expired (including during playoffs).
7. A tie is recorded as a tie in the regular season.
8. Each team must provide a lineup, complete with first and last names of each player, to the umpire prior to the game. (No abbreviations or nicknames)
9. 5-minute grace period on the first game of the day only, with time running, in regular season and in playoffs.

Pitching Regulations

1. The adult coach pitcher from the team at bat must be stationed with one foot on the pitching rubber when the ball is delivered or stand behind the pitching rubber.
2. The player pitcher must be positioned with both feet inside the circle of the pitching rubber.
3. The player pitcher cannot leave the pitching circle until the ball is hit.
4. The player pitcher cannot stand in front of the adult pitcher before/during the pitching process.
5. There are no base-on-balls nor does a batter take a base should a pitched ball hit the batter.
6. The adult pitcher is to make certain to get out of the way of any batted ball (completely out of the circle & into foul territory) and to not interfere with any players' access to the ball. When a batted ball hits the adult pitcher, the following rules shall apply:
 - a. If, in the umpire's judgment, the adult pitcher did not make a legitimate attempt to get out of the way, then the batter is declared out, no runners may advance.
 - b. If, in the umpire's judgment, the adult pitcher did make a legitimate attempt to get out of the way then the ball becomes dead, and a no pitch is declared. The batter retains all 5 pitches or 3 swinging strikes not previously used.
 - c. If, in the same at bat, a batted ball strikes the adult pitcher a second time (irrespective of whether they tried to avoid contact) the batter is out. Runners may not advance.
7. The adult pitcher may not communicate with any runners, batter, or coaches while on the field. The adult pitcher is to pitch only.
 - a. If, in the umpire's judgment, communication is observed between adult pitchers and players, the result will be the batter or runner declared out. If speaking to coach, warning will be issued.
 - b. On the second violation, the adult pitcher will also be removed.
 - c. The catcher shall receive the pitch in the catcher's box in a normal baseball manner (no lobbing of the ball is permitted). If, in the umpires' judgement, the catcher is not receiving the ball in a normal baseball manner (lobbing of the ball), there will be a warning issued. If the action continues after the warning, the offending team's coach and adult pitcher will be ejected.

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General Playing Rules

1. Each batter will be allowed a maximum of **five** pitches or three swinging strikes.
2. Base stealing is not allowed. **All catchers must wear a baseball protective cup.**
3. A base runner is out for leaving the base before the ball is hit.
4. The batter is out on the third strike, regardless of whether the catcher holds onto the ball or not.
5. All players shall bat in a continuous rotation during the game.
6. Runners advance at their own risk, even on an overthrow.
7. Seven (7) runs or maximum of ten (10) runs in any half inning shall be the same as three outs. Home run is not required.
8. The infield fly rule does not apply.
9. No bunting allowed.
10. The middle infielders (shortstop and 2nd) may play no deeper than 3 yards or 9 feet from the baseline into the outfield and the outer infielders (1st & 3rd) no deeper than 3 yards or 9 feet from the baseline into the outfield grass.
11. Time will be called when lead runner stops or fails to advance (unless there is a play to be made), at which all runners shall return to the previous base without being put out.
12. There is only one intentional walk per inning and must not be the same player in each occurrence.
13. The adult pitcher will not be allowed to warm-up on the field at any time during the game.
14. Tagging up is allowed.
15. Game must be played with 6 infielders and 4 outfielders. A team may bat 10 or 11 (with an EH) or the entire line-up.

Only the **head coach** will be allowed to approach the umpire to discuss a call.

On offense: **3** coaches are allowed in the field.

On defense: only **4** coaches, or three coaches and scorekeeper, are allowed inside the dugout.

Only **2** team representatives and/or managers other than coaches are allowed in the dugout.