

No new inning starts after 1 hour and 15 minutes

Start clock immediately before "Play Ball"

Complete game is:

6 innings or, 10 run rule after 4, time limit:

3 innings (2½ if home is ahead or goes ahead) are a complete game when weather shortened

If the game is tied after regulation, 1 inning of modified ITBR – load bases with 1 out

No intentional walks. Penalty – FORFEIT

The coach/pitcher will pitch from anywhere beyond the 20 foot arc back to (not in) the pitching circle.

One foot must be on or astraddle the pitching-line. A maximum of 5 pitches will be delivered. After 5 pitches have been delivered and the batter has not hit the ball; he is out. Exception: if the 5th pitch is fouled, another pitch will be thrown. If a batter swings and misses 3 times, the batter is out.

A batted ball that hits the pitcher-coach is dead: re-bat if accidental, no pitch; batter is out if intentional.

7 runs maximum allowed per inning or 3 outs

Runners may leave the base when the ball is put in play –1 team warning per game for runner leaving the base early.

On the 1st occurrence, the defense may take the result of the play and issue the warning, or have "no pitch" called, runners return and issue the warning

On the 2nd and subsequent occurrences – Dead ball, runner is out, other runners return and no pitch.

All players will bat – extended batting line up. In the case of an ejected, sick or injured player, the player shall be scratched from the lineup and the team will play a player short. No out will be called when that player would have batted as long as there are 9 batters. An injured player may not return to the lineup.

Must have 8 to play with an out in the vacant spot in the batting order.

Player must be present to be listed on line up card – if not present, player may be added to the bottom of the line up upon arrival

No head first slide except returning to a base. Penalty – runner is out

1 offensive and 1 defensive conference per inning

No bunting

No infield fly rule

One warning per player per game for slinging the bat – then, batter is out and runners return

When a slide/tag play is imminent, the runner should be called out if he does not slide or attempt to avoid the fielder AND CAUSES illegal contact or INTERFERES with the fielder in the immediate act of making the play.

Coach pitcher should leave playing field and get the bat after the ball has been put in play.

10 players are allowed on defense – 4 outfielders are used. Teams must have a pitcher. The other infielders must be behind the ½ way mark until the ball is put in play.

The player-pitcher must keep one foot in the dirt (circle) until the ball is hit. Penalty-offense has choice

If a player is injured by being hit by a batted ball in the face, throat, or head, time will be called immediately and all players will be awarded 1 base if injury is to an infielder and 2 bases if the injury is to an outfielder. Awards are from the time of the pitch.

The catcher must be at the pole on the fence to the batter's back (be able to see the batter's number) and wear a helmet.

No outs may be made by intentionally rolling the ball.

Every player should play at least 6 outs on defense and bat at least once in each game.

Defense must stop the progress of the lead runner. Trailing runners that have reached the ½ way mark when the progress of the lead runner is stopped will be awarded the next base.

**Defensive coaches have to stay in front of their dug out. Coaches will be required to stay in the dugout on defense if, in the umpire's discretion, the coaches have interfered with play.**

No spectators will be allowed on the field unless summoned to attend to an injury – FORFEIT

The Home team will keep the official score book.

The Visiting team will keep the score board.

After completion of play of the last game each night, Home team is responsible for putting up the scoreboard, the official scorebook and turning off the lights.

Refer to the USSSA rulebook for any other rules not listed above.