



RECREATION RULES

*****ONLY CONDENSED FOR QUICK REFERENCE*****

*****SEE USSSA RULE BOOK FOR
COMPLETE RULES*****

NO STEEL CLEATS ALLOWED

GIRLS

******NOTES APPLY TO GIRLS TEAMS******

8U – Coach Pitch

Pitch 34' Base 60'

- 1 hour 30 minutes – time limit or 5 innings.
- Inning 1 to 4, 5 run limit or 3 outs.
5 innings open must put 3 outs.
- See rules for base running.
- 6 pitches total – batter must hit 6th pitch fair or batter is out.
- Ball used – 11 inch **soft touch safety ball (revised 1/13/11)**

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

10U – Girls (Modified Fast Pitch, St. Martin Parish)

Pitch 34' Base 60'

- 1 hour 30 minutes – time limit or 6 innings.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 10 fielders: **ENTIRE LINE UP BATS AND FREE SUBSTITUTION**
- **NO LEADS**; runners may advance once ball passes home plate.
- **PITCHER** may use any underhand delivery of every pitch. 1 foot must be in contact with pitching rubber when ball is released.
- Ball used – **11 inch soft touch safety ball (revised 1/13/11)**
 - **ARCH OF PITCH MUST NOT EXCEED THE HEIGHT OF THE BATTER.**
 - Once pitcher has the ball in the 16' circle the runner reaches 1st base, runners are obligated to move directly towards the next base or last base touched without any motion or recognition by the pitcher. The runner, off base may not stand motionless. **HOWEVER**, if the pitcher makes an attempt on any runner then this rule does not apply.
EFFECT: ball is dead and runner is out.

When 3rd strike on batter is dropped, batter is out. Runners can advance with liability to be put out. (revised: 4/10)

SCORING

- 5 RUN RULE PER INNING FOR 1ST THRU 5TH INNING; 6TH INNING OPEN, MUST PUT 3 OUTS. IF THE 4TH INNING STARTS AT THE 1 HOUR 15 MINUTE TIME, THEN 4TH INNING SHALL BE OPEN.
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EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

13U – Girls (Fast Pitch, St. Martin Parish)

Pitch 40' Base 60'

Revised 3/26/09 Meeting/Changed age group from 12U to 13U

- 1 hour 30 minutes – time limit or 7 innings.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 10 fielders.
- Ball used – 12 inch fast pitch

SCORING

- 5 RUN RULE PER INNING FOR 1ST THRU 5TH INNING; 6TH INNING OPEN, MUST PUT 3 OUTS. IF THE 4TH INNING STARTS AT THE 1 HOUR 15 MINUTE TIME, THEN 4TH INNING SHALL BE OPEN.

NOTE:

- ALL GAMES ARE TO BEGIN AT 6:00 PM
- MANAGERS, COACHES, PLAYERS AND FANS MAY CHEER FOR THEIR TEAM, BUT MUST NOT ADDRESS, INTIMIDATE OR HECKLE THE OPPOSING MANAGER, PLAYER OR FANS WITH ANY TYPE OF VERBAL COMMENTS.
- IN ALL AGE GROUPS THE ENTIRE LINEUP BATS. ANY PLAYER WHO ARRIVES LATE MAY BE ADDED TO THE BATTING ORDER AT THE BOTTOM, IF FOR ANY REASON A BATTER IS UNABLE TO COMPLETE HIS TURN AT BAT THE NEXT BATTER IN TURN WILL BAT. THE BATTER WILL NOT BE COUNTED AS AN “OUT”.
- AN INJURED PLAYER TAKEN OUT OF THE LINE UP WILL NOT BE ALLOWED TO BAT THE REMAINDER GAME.
- SUBSTITUTION SHALL BE FREE AND UNLIMITED ON DEFENCE.

- **IT IS RECOMMENDED THAT EVERYONE PLAY AT LEAST 2 DEFENSIVE INNINGS. IT IS THE OBJECTIVE TO GET EVERYONE TO PLAY AND NOT ONLY TO WIN. THIS RULE WAS IMPLEMENTED TO ENCOURAGE MORE PARTICIPATION BY EACH PLAYER DEFENSIVELY. (RECOMMENDATION WAS MADE BY THE STEERING COMMITTEE.)**

MANAGERS, COACHES, PLAYERS AND FANS MAY CHEER FOR THEIR TEAM, BUT MUST NOT ADDRESS, INTIMIDATE OR HECKLE THE OPPOSING MANAGER, PLAYERS OR FANS WITH ANY TYPE OF VERBAL COMMENTS SUCH AS “HE/SHE CAN’T HIT”, “HE/SHE CAN’T PITCH”, “BATTER, BATTER SWING”, AT ANY TIME.

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

ST. MARTIN PARISH RECREATIONAL PROGRAM

GIRLS 7 – 8 RULES

THE GAME

1. Regulation game shall be five (5) innings.
2. A team’s turn at bat shall terminate when a third out has been made, or 5 runs have been scored.
3. The fifth inning of a regular game shall be open, and each team shall be permitted to bat until a third out has been made. The Ten Run Rule shall be in effect after four (4) innings, and the Fifteen Run Rule shall be in effect after three (3) innings.

PITCHING

1. Anyone shall be permitted to pitch to players.
2. Coaches shall pitch from the pitching rubber.

3. Coaches shall pitch a maximum of six (6) pitches to each batter. If the batter has not hit a fairly batted ball after the maximum number of pitches, they shall be declared out.
4. If the batter swings and misses three (3) pitches during their time at bat, they shall be declared out. Foul ball shall not count as a strike on the batter after the batter had two (2) strikes.

BATTING

1. The batter is not permitted to bunt or intentionally swing easily at the ball. If a violation occurs, the batter shall be called out and the ball shall be declared dead.
2. There shall be no infield fly rule.
3. If a batted ball strikes the coach that is pitching, the ball shall be live and in play.
4. If the coach that is pitching touches a batted ball, and it is declared improper, the ball shall become dead.

BASE RUNNING

1. Base runners shall not be allowed to take a lead or steal bases. The base runners must remain in contact with the base until the ball is hit. If a violation occurs, the base runner shall be called out and the ball shall be declared dead. The pitch shall not count and no other base runners shall advance.
2. Once an infielder has possession of the ball inside the base path, time shall be called by the umpire and all plays shall cease.
3. When a batted ball is in the outfield, base runners may continue to advance. Once the ball is returned to the infield, and in the possession of an infielder, all base runners may advance only to the base they were going to. The ball shall then be declared dead.

PLAYERS AND SUBSTITUTES

1. Ten (10) defensive players shall be allowed on the playing field. There shall be four (4) players in the outfield.
2. Teams may have one (1) coach at each outfield foul line to help coach the defensive players. However, these coaches shall remain in the outfield in foul territory, and may not advance past the base on the foul line.

3. The catcher shall wear a catcher's helmet and mask and shall have the option to use any glove. The catcher shall stand away from the plate until the batter has hit the ball.
4. All players should be in the batting line-up whether or not they are playing defense.
5. All players should play at least two (2) innings.

Adopted at March 14, 2002 Meeting

Revised at March 27, 2002 Meeting

Revised at March 2003

Retyped March 2004

Retyped March 2005

Revised at March 22, 2006 Meeting

Revised at February 7, 2007 Meeting

BOYS

******NOTES APPLY TO BOYS TEAMS******

Coach Pitch 7 – 8

Pitch 35/40 maximum Base 60'

- **1 hour 30 minutes – time limit or 5 innings.**
- **See rules for base running.**
- **6 pitches total – batter must hit 6th pitch fair or batter is out.**
- **10 Players/Fielders**

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

Mustang 9 – 10

Pitch 44' Base 60' (revised 3/13/13)

- **1 hour 30 minutes – time limit or 6 innings.**
- **MAX 3 Innings per pitcher per game, twice a week.**
- **ONCE A STARTING PITCHER LEAVES THE MOUND HE NO LONGER IS ABLE TO RETURN TO THE MOUND TO PITCH.**
- **RUNNERS MAY TAKE LEAD. (revised 3/13/13)**
- **Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.**

- 10 Fielders - 4 Must be outfield

When 3rd strike on batter is dropped, batter is out. Runners can advance with liability to be put out.

SCORING: 5 RUN RULE PER INNING FOR 1ST THRU 5TH INNINGS; 6TH INNING OPEN, MUST PUT 3 OUT. IF THE 4TH INNING STARTS AT THE 1 HOUR AND 30 MINUTE TIME, THEN THE 4TH INNING SHALL BE OPEN.

Revised 1/13/11

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

Bronco 11 - 12

Pitch 50' Base 70'

- 1 hour 30 minutes – time limit or 7 innings
- MAX 7 Innings per pitcher per game. 10 Innings per pitcher per week.
- ONCE A STARTING PITCHER LEAVES THE MOUND HE NO LONGER IS ABLE TO RETURN TO THE MOUND TO PITCH.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 9 Fielders

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

Pony 13 - 14

Pitch 54' Base 80'

- 1 hour 30 minutes – time limit or 7 innings
- MAX 7 Innings per pitcher per game. 10 Innings per pitcher per week.
- ONCE A STARTING PITCHER LEAVES THE MOUND HE NO LONGER IS ABLE TO RETURN TO THE MOUND TO PITCH.
- Game is over if ahead by 15 runs after 4 innings or 3 ½ if home is ahead, 10 after 5 or 4 ½ if home is ahead.
- 9 Fielders

NOTE:

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- **IN ALL AGE GROUPS THE ENTIRE LINEUP BATS. ANY PLAYER WHO ARRIVES LATE MAY BE ADDED TO THE BATTING ORDER AT THE BOTTOM, IF FOR ANY REASON A BATTER IS UNABLE TO COMPLETE HIS TURN AT BAT THE NEXT BATTER IN TURN WILL BAT. THE BATTER WILL NOT BE COUNTED AS AN “OUT”.**
- **AN INJURED PLAYER TAKEN OUT OF THE LINE UP WILL NOT BE ALLOWED TO BAT THE REMAINDER GAME.**
- **SUBSTITUTION SHALL BE FREE AND UNLIMITED ON DEFENCE.**
- **IT IS RECOMMENDED THAT EVERYONE PLAY AT LEAST 2 DEFENSIVE INNINGS. IT IS THE OBJECTIVE TO GET EVERYONE TO PLAY AND NOT ONLY TO WIN. THIS RULE WAS IMPLEMENTED TO ENCOURAGE MORE PARTICIPATION BY EACH PLAYER DEFENSIVELY. (RECOMMENDATION WAS MADE BY THE STEERING COMMITTEE.)**

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EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

BOYS

Catahoula, Parks, & St. Martinville

Coach Pitch 7 – 8

Pitch 35 minutes/40minutes maximum Base 60’

THE GAME

Each head coach shall complete a lineup before each game. The lineup shall include each player's first and last names, and uniform number. The lineup should be given to the official scorekeeper at least fifteen (15) minutes prior to the scheduled game time.

Regulation games shall be five (5) innings.

A team's turn at bat shall terminate when a third out has been made, or five (5) runs have been scored.

The fifth inning of a regular game shall be open, and each team shall be permitted to bat until a third out has been made. The Ten Run Rule shall be in effect after five (5) innings, and the Fifteen Run Rule shall be in effect after four (4) innings.

PITCHING

Anybody shall be permitted to pitch to players.

Coaches shall pitch from behind and off to the side of the pitching rubber.

The pitcher shall stay in contact with the pitching rubber until the batter has hit the ball.

Coaches shall pitch a maximum of six (6) pitches to each batter. If the batter has not hit a fairly batted ball after the maximum number of pitches, they shall be declared out.

BATTING

The ball shall travel a distance of ten (10) feet to be declared a fair ball. A ball traveling less than ten (10) feet shall be declared a foul ball.

The batter is not permitted to bunt or intentionally swing easily at the ball. If a violation occurs, the batter shall be called out and the ball shall be declared dead. No runners shall advance.

If the batter swings and misses three (3) pitches during their time at bat, they shall be declared out. Foul ball shall not count as a strike on the batter after the batter had two (2) strikes.

There shall be no infield fly rule.

The batted ball strikes the coach that is pitching, the ball shall be live and in play.

The coach that is pitching touches a batted ball, and it is declared improper, the play shall become dead and the batter shall be awarded first base. All other runners shall advance one base without liability of being put out.

BASERUNNING

Base runners shall not be allowed to take a lead or steal bases. The base runner shall remain in contact with the base until the ball is hit. If a violation occurs, the base runner shall be called out and the ball shall be declared dead. The pitch shall be declared dead and no other base runners shall advance.

When the batted ball is in the outfield, base runners may continue to advance. Once the ball is returned to the infield, and in possession of an infielder, all base runners may advance only to the base they are going to. The ball shall then be declared dead.

PLAYERS AND SUBSTITUTES

Ten (10) defensive players shall be allowed on the playing field. There shall be four (4) players in the outfield.

Teams may have one (1) coach at each outfield foul line to help coach the defensive players. However, these coaches shall remain in the outfield in foul territory and may not advance past the base on the foul line. There shall be no coaching from the mound area.

The catcher shall wear a catcher's helmet and mask and shall have the option to use any glove. The catcher shall stand away from plate until batter has hit the ball.

EXCEPTION- If a player misses practice or violates team rules, a coach at his/her discretion has the right to disregard the rule and take necessary disciplinary actions.

*Revised March 22, 2006 Meeting
Revised February 7, 2007 Meeting
Revised March 26, 2009 Meeting
Revised January 13, 2011 Meeting*