Game play at all divisions shall utilize USSSA Official Fastpitch Playing Rules, except as specifically addressed in the Harris Softball League Rules presented here. See the link <u>HERE</u> for the current USSSA Official Fastpitch Playing Rules.

OFFENSIVE PLAYING RULES:

Coach will pitch 3 balls to the batter, if none are hit into fair play, the player must use the Tee until they hit a fair ball. The coach who is pitching will have 3 balls at the beginning of every at-bat so no return throws need to be made during the at-bat. Base-runners may advance one base on any batted ball in fair territory. Play stops when the runners reach their intended base. **Speed of play is encouraged, so please have the 3 balls ready at the beginning of every at-bat and the next batter ready to go at all times!**

Batting Rules

All players must be listed in the batting order. The batting order must remain the same throughout the game. Players arriving late should be added to the bottom of the batting order. Players arriving after a team completes the entire batting order should be added to the end of the batting order and hit when their turn arrives. Players that have to leave the game early may be removed from the batting order without any penalty.

If player is found batting out of order and has not completed the at-bat, game is stopped and correct batter will resume the at-bat with either remaining pitches from coach or tee swings. If player is found batting out of order and the at-bat has completed with wrong batter reaching base, game is stopped and player that should have batted will now bat.

An inning will end when all players on a team have had a turn at bat. Runners may only advance only one base at a time, regardless of where the ball is hit. Although the defense should make an attempt at an out (and coaches should instruct the players in the proper way to make an out), the runners will not be out and will receive their base. All hitters, except for the last hitter, will get a single no matter where there ball is hit. The last hitter, for each team, each inning, will hit a homerun. During the last at bat, the defense shall be instructed to make a play at any base except home. We do not want the any player to stand at home and tag all four runners while they are trying to score.

Each batter will receive up to three pitches from the coach to hit ball in fair territory. If a batter cannot put the ball into play after the third pitch, they will complete their at-bat by hitting off the tee. The batter will have as many opportunities as needed to hit off the tee. Players may choose to use the tee right away if uncomfortable with coach pitch.

DEFENSIVE RULES

Everyone can play on defense. Only 5 players will be allowed on the infield, there will be no catcher in 2021, this speeds up the games greatly! All players should have an opportunity to play both infield and outfield during each game. No player should sit the bench.

Pitching Rules:

If the coach intentionally stops a ball in an effort to protect them or a player, play is immediately stopped and a dead ball declared. Play is resumed as if the previous pitch never occurred and all runners return to previous base occupied prior to interference.

The coach is permitted to coach both the batter and the base-runners, but must not interfere with the flow of the game.

The Game

Score is not kept. Win-loss records will not be officially recorded. End of season awards are given to all participants.

Time Limits

Division	Time or Innings Allowed
6U Coach Pitch	ONE HOUR HARD STOP or a maximum of THREE full innings

At the 6U division, the time limit is a hard stop at ONE HOUR. Teams must leave the field in order for the next game to begin. This may occur in the middle of an inning.

The time begins when the home team takes the field. A new inning begins as soon as a) the last batter of the previous inning has completed her at-bat (6U division only).

Run Rule

Score is not kept. Wins and losses are not recorded.