



YOUTH COACH INFORMATION PACKET

The Central Kansas Fast Pitch League Summer 2025





Dear Youth Coaches,

Hutchinson Recreation Commission welcomes you to this season of CKFPL. Our vision at Hutch Rec is to inspire all residents to actively enjoy a healthy life as they strengthen our community spirit. As a volunteer youth sports coach, you're doing this - and we thank you for the dedication, time, and energy spent coaching our community's youth.

Our goal is for all our youth sports participants and their parents/guardians to have an enjoyable experience while learning not only the fundamentals and skills of the sport, but also the life lessons that go well beyond the court or field. These lessons include teamwork, commitment, grit, and sportsmanship.

We want to also make your coaching experience an enjoyable one. A large part of the experience is equipping coaches with information and education. Inside this packet, you'll find the information you need to know and what to communicate to your team. You'll also find additional web pages and resources to plug into as a youth sports coach. As always, if you have any questions, please contact our recreation and sports staff at the contact information below.

Thanks again for your willingness to inspire the youth in our community through sports, We appreciate you!

Tony Finlay, CPRP
Executive Director
tfinlay@hutchrec.com

Recreation and Sports Division

Sports Coordinator

Garrett Huddleston
ghuddleston@hutchrec.com
(620) 663-6179

Sports Director

Kelsey Loutensock, CPRP
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(620) 663-6179

Hutch Rec Downtown:

17 E. 1st, Hutchinson, KS 67501
Open Monday - Friday 9 a.m. - 5 p.m.

Stay Informed!



Hutch Rec



Hutch Rec



hutchrec



hutchrec.com

Schedule:

Coaches will be contacted via email when league schedules are posted. They can be found on the Hutch Rec youth sports page at:

<https://www.hutchrec.com/sites/hutchrec/schedules>.

Rainout App:

Cancellations, delays, and closings will be posted on the RainOut app, under Hutchinson Recreation Commission. For details and how to download the app, visit:

<https://www.hutchrec.com/cancellations/>



COACHES CODE OF CONDUCT

The function of a coach is to educate players through participation in sport activities. Each player should be treated with the highest level of respect, and his/her welfare should be considered in decisions by the coach at all times. The following guidelines have been adopted by the Hutchinson Recreation Commission.

THE COACH shall be aware that he/she has a tremendous influence on the education of all athletes and shall never place the value of winning above the values of sportsmanship and character.

THE COACH shall be responsible for upholding the honor and dignity of coaching youth. In all contact with players, parents, and officials, the coach shall strive to set the highest examples of ethical and moral conduct.

THE COACH shall abide by all the guidelines set forth by Hutchinson Recreation Commission regarding game time participation.

THE COACH shall respect and support all decisions made by officials and shall refrain from conduct that would incite players or spectators against the officials.

THE COACH shall encourage players to have fun and promote lifelong wellness while focusing on positive reinforcement rather than negative criticism.

THE COACH shall work to learn and understand the rules of the games and pass this information along to players, parents, and other spectators.

THE COACH shall respect all individuals participating in recreational activities/sports including the players, coaches, officials, spectators and league administration.

THE COACH shall ensure that all fans of his/her team exhibit the highest level of sportsmanship at all times and assist league administrators and game officials in maintain order in the spirit of fair play.

THE COACH shall refrain from the use of alcohol and tobacco products during any HRC sponsored activities.

THE COACH shall submit a background check prior to performing any coaching duties. This background check will be conducted by Hutch Rec.

THE COACH shall assist in the promotion and mission of Hutchinson Recreation Commission. This mission includes to provide our community with lifelong wellness, cultural, natural, and recreational opportunities that promote healthy minds and bodies through innovative programs, state-of-the-art facilities, and protected open spaces.



COACHES CODE OF CONDUCT

Hutchinson Recreation Commission has adopted the following procedures to handle violations in the Coaches Code of Conduct. All violations will be taken very seriously and the extent of the disciplinary action for each case is under the sole discretion of the Executive Director.

Hutchinson Recreation Commission will use the following guidelines when evaluating and penalizing violations to the Coaches Code of Conduct:

1. Penalties will be based on the nature and severity of the violation.
2. Offenses within similar circumstances will generally warrant similar penalties.
3. Hutchinson Recreation Commission will keep records of all violations and shall document each violation's assessment of penalties.

All decisions regarding penalties and violations of the Hutchinson Recreation Commission's Code of Conduct shall be final and no appeals shall be granted.

Hutchinson Recreation Commission's Recreation & Sports Division will determine the appropriate penalty for any violation of the Coaches Code of Conduct. Penalties may include any of the following:

1. Verbal Warning
2. Written Warning
3. Suspension
 - Single Game Suspension
 - Multiple Game Suspension
 - Indefinite Suspension from League
4. Expulsion from the league and/or all Hutchinson Recreation Commission programs without refund of current program.
5. Multiple suspensions over time may result in the coach no longer coaching for any Hutch Rec youth sports program or league.

Team Name: _____

Coach's Printed Name: _____

Coach's Signature: _____

Date: _____



COACHES INFORMATION

LEAGUE OVERVIEW

Central Kansas Fast Pitch League is a competitive youth fast pitch league for tournament-level teams. Registration fee includes a pre-season tournament and six (6) weeks of double-header games.

The following division will be offered: 8U (Coach Pitch), 10U, 12U, and 14U. Child's age as of May 1, 2025 determines eligibility in this league.

Games are played on Tuesday, Wednesday, or Thursday nights starting the week of May 12 through the week of June 16. Weather make-up week will be June 23-27.

Questions? Contact Garrett Huddleston, league coordinator, at ghuddleston@hutchrec.com or 620-663-6179

LEAGUE RULES & ROSTERS

General League rules and specific division rules are included in this packet. Rules can also be accessed on the downloads section of the Team Sideline webpage, where schedules are also posted. Hutch Rec's Team Sideline page: <https://www.hutchrec.com/cancellations/>

Team rosters must be turned in and approved by the team's first game. Roster forms were e-mailed to all coaches during registration. If you need a form, please contact Sports Coordinator, Garrett Huddleston.

KEY DATES

- April 13: Registration Deadline for CKBL/CKFPL
- May 3: Registration Deadline for Salt City Invitational Baseball/Fast pitch tournament
- May 6: Tournament & regular season schedules released
- May 9: Deadline to submit team rosters and coaches code of conduct.
- May 10: Pre-Season Tournament (two-game guarantee)
- Week of May 12: First week of games.
- Week of June 16: Final week of games.



CKFPL RULES (GENERAL)

Participants

The player's age, on or before May 1 of each year, shall determine the age division she is eligible to participate in. The participant may choose to play in an older division, however can only play on one team in the league.

Terms

1. Only participant's appearing on the official team roster on file with League Director will be eligible to play in any regular league games.
2. Participants may only be assigned to one CKFPL team.
3. A participant cannot change teams once a signed roster has been submitted and accepted by the league.
4. No team refunds will be given after the first game of the season has been played.
5. The penalty for violation of any of the rules of this section will be forfeiture of the affected game(s).

Rosters/Players

1. Teams joining the CKFPL will be already formed.
2. Teams cannot recruit players from other teams while the season is in progress. If this occurs, the offending team will have to forfeit any games that player plays in.
3. Players cannot be on more than one team roster in the league. All rosters will be locked as of June 12, 2020. If coaches need to add a player(s) as the season proceeds, he/she must contact the league coordinator at least 48 hours in advance of the game and receive approval. Call Hutch Rec at (620) 663-6179 or email ghuddleston@hutchrec.com for approval.

League Standings

The following procedure will be used to determine the League Standings:

- Winning Percentage
- Head-to-Head
- runs Allowed
- Average Run Differential (+/-8)
- Coin Toss



CKFPL RULES (GENERAL)

1. Warm up is limited to the teams' playing field or outside commons area.
2. Infield practice will be limited to five minutes per team.
3. On-field warm up is allowed prior to game start, behind the baselines or in front of the dugout.
4. No more than three coaches per team. A coach is allowed to sit or stand in the doorway of a dugout, not outside of the dugout.
5. Only the head coach is allowed to talk to umpires and ask questions on calls. Confrontations between coaches and umpires (within reason) will be handled in the following manner:
 - a. Verbal warning – Can include coach being restricted to the dugout.
 - b. Ejection – When warranted. If an assistant coach is ejected from a game, the head coach is automatically restricted to the dugout. It is the head coach's responsibility to control players, other coaches, and spectators.
6. All games will start at the designated time. Teams must have eight players and at least 1 coach to start any game. If a team is unable to start the game within five minutes of the designated time, that team shall forfeit such game.
7. When the 9th spot in batting order is up, it will be an automatic out for team with only 8 players. If the 9th player arrives, they are required to enter at the vacant batting position.
8. Any decisions as to the playing conditions due to bad weather or unsafe factors will be the responsibility of the complex supervisor.
9. If the suspension of a game comes after a CKFPL run rule, then it is a complete game.
10. Any team unable to resume the game, at the discretion and appointed time, shall forfeit the game.
11. In the event a game is stopped due to unsafe or un-playable conditions, or similar reasons, the game shall constitute a complete game if more than one-half (1/2) of the regularly scheduled innings have been completed.
 - a. For example, a 7 inning game will be complete after 3 ½ innings if the home team is leading or 4 innings if the visiting team is leading.
12. For 6 inning games it is a complete game after 2 ½ or 3 innings, respectively.
13. Any game that is suspended due to unsafe or un-playable conditions, or other similar reasons and which would result in either an incomplete or tied game, will be completed at a later date as scheduled by the League Coordinator.



CKFPL RULES (GENERAL)

General Playing Rules for all divisions

1. All players must appear in full uniform.
2. A double-flap protective helmet with protective face mask must be worn while at bat and running bases.
3. If a player enters the batter's box without a helmet, a warning will be called and the next time it will be an automatic out.
4. A baserunner who deliberately removes their helmet during live ball action shall be called out.
5. For all Age Divisions, catchers must wear a double-flap protective helmet, with a throat guard.
6. Home team shall use the third base dugout.
7. All players, managers, coaches, and equipment must remain in the dugouts while not taking part in or being used in the normal course of the game. The on-deck batter must remain in their team's designated practice circle. Base coaches must be in the properly designated areas.
8. In all age divisions, a maximum of 90 seconds will be allowed between innings.
 - a. Penalty: The umpire shall call a ball if it is a defensive delay and a strike if it is an offensive delay. The calls shall be made at twenty second intervals until play resumes.
9. Coaches are allowed one trip per inning to visit with a pitcher. On the second trip to the mound in the same inning, for the same pitcher, the pitcher must be removed from that position. Crossing the foul line at any given time constitutes a trip to the mound, except for injury to a player, or a discussion with an umpire.

Pitching Rules

League officials will not monitor pitching limitations in any age groups. CKFPL Officials trust that coaches know their players the best, and will not get involved unless warranted.

Game Time Limit

- 8U games will last 6 innings or 71 minutes
- 10U games will last 6 innings or 71 minutes
- 12U games will last 7 innings or 71 minutes
- 14U games will last 7 innings or 71 minutes

League games that are tied at the end of regulation will end in a tie.

No new inning will be started with less than 5 minutes remaining in game time. An inning beginning before time expires will be finished.

Run Rules and Limits

- 8U-14U: 12 runs after 3 innings, 10 runs after 4 innings, and 8 runs after 5 innings
- 8U-14U: Games will end at the time limit if a team is down by 6 or more runs, but the half-inning will finish.

Runs Limits per Inning

8U-14U teams can score a maximum of 5 runs per half inning.



8U COACH PITCH RULES

1. Base distance is 60ft. Pitching distance is 35ft. Ball size is 11in.
2. All players present and who are eligible to play will bat in rotation.
3. Unlimited substitution is allowed for all positions except pitcher.
4. Batters will receive 5 pitches or 3 swinging strikes per at-bat. (Foul-balls on the 5th pitch extend the at-bat.)
5. No walks or bunting will be allowed.
6. Base runners may not leave the base until the ball had been pitched.
7. Base runners are not allowed to steal.
8. On a batted ball, base runners are allowed one base on an overthrow.
9. On batted balls, once the ball is in control inside the pitching circle, base runners must stop at the base they have obtained, provided the defense is not making a play on a runner.
10. No Courtesy runner will be allowed.
11. Defensive players must remain behind the pitching arc until the ball is hit into play.
12. Teams will be allowed to 4 outfielders.
13. The infield fly and dropped 3rd strike rules will NOT be in play.



10U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 35ft. Ball size is 11in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, she may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Players may only steal one base per pitch on a ball not put in play by contact. There is stealing home; Runners can steal home on a passed ball or a play on runner.
8. Batters may not advance on a dropped third strike. The batter is out but base runners may advance.
9. The Infield Fly Rule will not be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.
11. Teams will be allowed to play 4 outfielders.
12. There will be an expanded strike zone in place for 10U teams.
13. Base runners are not allowed to steal.
14. On a batted ball, base runners are allowed one base on an overthrow.



12U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 40ft. Ball size is 12in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, they may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Baserunners are allowed to steal all bases, including home.
8. Batters may advance on a dropped 3rd Strike.
9. The Infield Fly Rule will be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.



14U CKFPL RULES

1. Base distance is 60ft.
2. Pitching distance is 43ft. Ball size is 12in.
3. All players present and who are eligible to play will bat in rotation.
4. Unlimited substitution is allowed for all positions except pitcher.
5. Once a starting pitcher has been removed from that position, they may re-enter that position one time in the same game.
6. If an Illegal Pitch is called, the penalty will be a ball awarded to the batter, with no advancement of baserunners.
7. Baserunners are allowed to steal all bases.
8. Batters may advance on a dropped 3rd Strike.
9. The Infield Fly Rule will be in play.
10. A courtesy runner will be allowed for either the pitcher or catcher, at any time. Said runner cannot be in the current lineup, and will be a free substitution and not entered in the scorebook. The same courtesy runner may not run for both the pitcher and catcher. For teams batting their entire lineup, the last recorded out can be used as the courtesy runner.