

2010 Girl's Softball League

Rules and Regulations

Coach Pitch (7-8)

NOTE: ALL GAMES WILL BE PLAYED BY THESE RULES REGARDLESS OF GAME LOCATION

I. Fields:

1. Bases shall be a distance of 60 feet
2. Pitcher's mound shall be a distance of 35 feet from home plate

II. Equipment:

1. Batter, Base Runners, and Catchers will wear Approved Helmets (face mask optional, but recommended)
2. Regulation Babe Ruth 11" softball shall be used
3. All offensive players **MUST** keep their helmets on at all times when Outside the dugout, Helmets must fit and be worn properly. If a player removes her helmet on the field of play during a live ball situation, after being called out, a warning will be issued to the coach and player.

III. Playing the Game: (All Babe Ruth rules will apply with the following exceptions)

1. All games shall be 75 minutes or 6 innings. NO new inning will begin after 70 minutes. **Exception:** The Game is considered complete if the Home team is ahead by 10 runs after 3.5 innings of play or the visiting team is ahead by 10 runs after 4 complete innings
2. ALL rostered players present for the game shall bat in order, whether playing defensively or not
3. NO bunting is allowed – a bunt will be called a strike
4. Pitcher must have one foot inside the circle on either side of the Pitching Coach when the ball is hit. Coach Pitcher must start with one foot on the rubber.
5. An inning is over when seven (7) runs are scored or 3 outs are made whichever occurs first.
6. There will be a seven (7) run per inning limit for each team, at the start of the sixth (6th) the Umpire shall declare open inning with no run limits imposed
7. NO STEALING IS PERMITTED
8. Infield fly rule is NOT in effect.
9. 10 players allowed defensively.
10. Infielders shall play no closer to the batter than an imaginary line from first base to third base before the ball is hit, NO RUNNING PLAYERS DOWN EXCEPT IN THE IMMEDIATE AREA OF THE BALL. (EXAMPLE: 1B CANNOT RUN A PLAYER DOWN AT 3B.)
11. Play stops when defensive team stops the lead runner and time is called by the umpire. Umpire's judgment is final in all conclusive decisions of play.

12. Outfielders will NOT run to the infield to make a play. They must throw the ball to an infielder, An infielder shall not run out to the outfield for the ball unless as a relay from the outfielder.
13. A verbal TEAM warning will be given for the first incident of slinging the bat, anytime after the Umpire will call a dead ball, the batter is out and all base runners must return to the base previously occupied.
13. Each batter will receive six (6) pitches or three (3) swinging strikes per bat. If the batter fouls the ball on the sixth (6) pitch, continue until the batter hits or strikes out. If the batter does not swing on the sixth pitch, the batter is out.
14. When the batter hits the ball, the coach-pitcher must make a valid attempt to leave the field. If the coach doesn't make an attempt to leave the field the batter will be considered out.
15. If the ball hits the Coach/Pitcher, it is considered a live ball. Coach is part of the Field
16. **Sliding is NOT mandatory**, however it is recommended and encouraged, should a runner not slide and in the Umpires decision, She interfered with the defensive play or makes contact with the defensive players, she will be called out for interference

IV. Managers and Coaches

1. Two Adult (2) base coaches are allowed when their team is batting
2. One adult (1) coach is allowed in the outfield when their team is on defense
3. Coaches cannot touch/assist players or ball while play is live.

VI. Players, substitutes and batting order

1. All players must be female and eight (8) years old or younger
2. ALL players present at the start of the game will be in the batting order, Late Arrivals shall be added of the bottom of the order with NO EXCEPTIONS
3. At the start of the game, if there are only eight (8) players the coach may pickup a player within the same age division , placing her in right field and batting last in the order, if the original player arrives, she must replace the pick up player immediately.
4. Players cannot sit out 2 consecutive innings defensively. Exceptions can be made when a player gets sick or hurt, It must be obvious a player fits into one of these categories, this rule cannot be used to skip the player's turn at bat in order to allow a better batter to advance, especially when a game is on the line, The Coach shall let the Umpire and opposing coach know exactly why the player cannot take her turn at bat, this reason must be noted in score book, along with inning occurred.
4. A player that becomes sick or injured and unable to play will be scratched from the line-up and no out recorded, a player leaving the game for reasons other than illness or injury will remain in line-up and an out recorded each time the player's turn to bat comes up.
5. No player removed for injury or illness is permitted to re-enter the game

VII Coaches:

1. **COACHES WILL BE RESPONSIBLE FOR THE CONDUCT OF THEMSELVES, THEIR TEAM AND THEIR FANS. A VERBAL WARNING WILL BE GIVEN BY THE UMPIRE FOR ANY DISORDERLY CONDUCT; ANY FURTHER ALTERCATIONS WILL RESULT IN IMMEDIATE EJECTION AND/OR FORFEITURE OF THE GAME.**
2. There will be no “ARGUING” with the umpires at anytime by Coaches, the penalty are automatic ejection from the playing area. Any league member in violation of this rule continuously will be brought before the board. Coaches are permitted to ask for time, and approach the Umpire in an orderly manner to ask a question or seek clarification of a rule call. If a Coach is ejected he/she will not be allowed to remain in view of the playing field.
3. Once the game is officially started **the Plate Umpire will have full Control.** Official protest must be presented to the league board in writing within 24 hours after completion of the protested game, **only rule violations can be protested, judgment calls such as strike zone, safe/out are not protestable.** Official protest must be accepted by the Plate umpire at the time of the infraction and PRIOR to the next pitched ball in order to be considered a legal protest.
4. Complaints about coaches by parents or about parents by coaches must be given to the board in writing. The complaint will be reviewed and the Board will make every effort to resolve the conflict.
5. **NO JEWELRY ALLOWED WITH THE EXCEPTION OF MEDICAL ALERT ID.**
6. **There will be no use of tobacco products inside the fenced area, nor will there be any alcoholic beverages permitted or allowed on park facilities or at practice sessions at any location.**
7. After the game, Coaches and players are responsible for cleaning the dugout.
8. Make up games and cancellations will be made up by the board members only, **Coaches are not allowed to postpone games between each other.**