

South Dayton Fast Pitch Softball League (Excerpt from Official League Rule Book)

2010

7. GIRLS 8U COACH PITCH LEAGUE RULES (Exceptions to Official ASA Softball Rules)

Player Participation

1. Every player who shows must participate in each game unless injured, sick, ejected or disciplined by her coach (see General Playing Rules VII.5 and 6 for minimum participation requirements).

Legal Game

2. A complete game shall consist of six (6) innings. Four (4) innings or time limit shall constitute a legal game.

Legal Team

3. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see General Playing Rules VII.40, 41, 42, 43, and 44 for utilizing players from other teams or a lower league).

Batting Order

4. The batting order for each team in this league will find each team member present batting in a continuous and consecutive batting order. Fielders may be freely substituted provided such substitutions are made prior to starting an inning (see General Playing Rules VII.32).

Pitching

5. This is a coach pitch league. There is no player pitching.
6. The team manager of the batting team, or his/her designee, shall pitch from within the pitching circle. However, a manager can pitch from a shorter pitching distance to accommodate a batter(s) skill level.
7. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager/pitcher. In the event a batted ball strikes the coach/pitcher, the ball shall be considered "live" and will remain in play. If, in the umpire's judgment, the manager/pitcher intentionally interferes with a fielding play, the batter or runner shall be declared out.
8. The coach/pitcher cannot coach while the ball is in play. The only time a coach/pitcher can talk to a player is if the coach/pitcher is giving instructions to the batter before making the pitch. If the coach/pitcher coaches in any other way, the umpire will issue a warning. Any additional offenses during the same game will result in the umpire calling the player(s) out.

Time At Bat

9. No balls or strikes shall be called. A maximum of seven (7) pitches may be thrown to each batter by the batting team coach. If the batter fouls off the seventh (7th) pitch she is entitled to continue until she either puts the ball in play, swings and misses, or takes another subsequent pitch.

Base on Balls

10. There shall be NO WALKS in the Coach Pitch League.

Stealing

11. Base stealing is not permitted in this league and runners may not advance on a wild pitch or a passed ball by the pitcher. Runners may only advance upon a batted ball by the batter.

Bunting

12. Bunting is not allowed in this league. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out.

Maximum Runs

13. The batting team may score a maximum of six (6) runs per inning. However, if more than six runs are scored within the completion of the batters at bat in which the sixth (6th) run scores, all runs count. For example, if the offense has five (5) runs scored already in an inning and there are runners at 1st, 2nd, and 3rd bases and the batter hits a triple, all three (3) runs count. When the play ceases, all play is stopped and the fielding team becomes the batting team. This rule shall apply to all innings in each game, including the last inning.
14. Pursuant to ASA rules, a complete game will be declared if after four and half (4 ½) innings the home team is ahead by 12 runs or more and if after five (5) innings the visiting team is ahead by 12 runs or more.

Play Stoppage

15. Runners may only advance one base if the batted ball does not leave the infield. If the ball reaches the outfield, the runners may continue to advance until the ball is returned to the possession of an infielder. At this point, the umpire shall call time so that no runners can advance or attempt to advance after the call by the umpire. Runners not yet half way to the next base will be sent back to the previous base.
16. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

17. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

18. The dropped third strike rule will not be enforced in this league.

Catcher Position

19. In this league, at the coach's discretion, the catcher will either be positioned behind the plate to catch the balls pitched by the opposing team's coach or stand off to the side of the plate and retrieves the ball off the backstop and returns it to the Coach-Pitcher. If not positioned behind home plate, the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area.

Outfielder Positions

20. This league shall field four (4) outfielders as long as the team has ten (10) or more players present.
21. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.
22. Any batted ball fielded by any outfielder must be thrown to an infielder to produce an out in the infield. The intent of this rule is to teach outfielders to throw the ball to the infield.

Infield Fly Rule

23. The infield fly rule will not be enforced in this league.

Hit By Pitch

24. If a batter is hit by a pitched ball by the manager/coach of the hitting team, the batter is not awarded first (1st) base. The pitch is counted as one of the pitches against the seven (7) maximum pitch count.

Fair Ball Hit in Front of Home Plate

25. There is no arc in front of home plate. Therefore, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Regulation Ball

26. An 11" ball will be used in this league.

Field Maintenance

27. The players of both teams are to clean up the area around the ball diamond after each game.

On Deck Batter

27. Only one (1) player is permitted in the on deck circle.

Playing Field Dimensions and Requirements

28. The foul lines shall be lined and extended ten (10) feet beyond first (1st) and third (3rd) base.
29. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.
30. Distance between bases shall be sixty (60) feet.
31. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Helmets

32. Helmets equipped with cages and chin straps shall be worn for batting, base running, and by the on deck batter.

Thrown Bat

33. A batter throwing her bat is subject to the rules set forth in Team/Player/Manager/Coach/Parent Conduct Rules VI.4.

Spikes

34. Metal spikes are not permitted in this league.

Defensive Coach

35. Teams are allowed two defensive coaches behind the first and third base lines to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

Year End League Tournament

36. This league will play a year end tournament upon the completion of the regular season. To be eligible to participate in the league tournament, a player must have played in at least half (50%) of her team's regular season games. If, due to injury, a player did not play in at least half (50%) of her team's regular season games, the player shall be eligible to participate in the year end league tournament.