

South Dayton Community Fast Pitch Softball League

8U Coach Pitch League Official Rules



2011

2011 South Dayton Softball League
ASA "Recreation" League Intercommunity Softball League Specific Rules

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

Legal Team

1. Ten (10) players shall constitute a team (four (4) outfielders), but teams shall be permitted to play with eight (8) players (see Section IX.42 Player Pick-Up Rule for utilizing players from other teams or a lower league).

Pitching

2. This is a coach pitch league. There is no player pitching.
3. 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.
4. 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.
5. 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.
6. A circle, six (6) feet in radius and twelve (12) feet in diameter, shall be lined around the pitching rubber.
7. Distance from the front edge of the pitching rubber to the base edge of home plate is thirty-five (35) feet.

Time At Bat

8. 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

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

Stealing

10. 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

11. 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

12. 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 (as defined by Play Stoppage below), 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.

13. Pursuant to ASA rules, a complete game will be declared if after three and half (3 ½) innings the home team is ahead by 12 runs or more and if after four (4) innings the visiting team is ahead by 12 runs or more.

Play Stoppage

14. 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.
15. No runner advancement is allowed on any overthrow at any base.

Look-Back Rule

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

Dropped Third Strike

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

Catcher Position

18. 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.
19. In an effort to speed up play, coaches may be positioned behind home plate or in the catching position to catch pitches and return the ball to the "Coach Pitcher." A player must still be positioned at the catcher position and must play the position with respect to batted balls and plays on runners at home plate.

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.

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.