

COACH-PITCH SOFTBALL RULES

The Coach Pitch League (ages 7,8) will play seven innings, or one hour and 15 minutes time limit. A run rule of 12 after three innings, 10 after four innings, or 8 after 5 innings will be used. Home team will be decided by a toss of a coin. No new inning if 5 minutes or less is left on clock.

An adult will pitch to his own team from a distance of 35 feet and must keep in contact with the pitching rubber when the pitch is released. Failure to do so will result in an illegal pitch and a strike will be called on the batter. If a batted ball hits the pitching coach, the ball is declared dead and the pitch is replayed. If the umpire rules the pitching coach interferes with the batted ball intentionally, the batter is out and no runners can advance. If the pitching coach interferes in a defensive play, the ball becomes dead and the runner being played on will be declared out and all runners must return to the base occupied at the time of the interference.

Each batter gets five pitches to hit the ball into fair territory. A missed third swing or a fouled fifth pitch will result in an out. No strike will be called. No walks and no bunting (a bunted ball will be handled as a foul ball).

The pitch maybe without an arch, but with moderate speed. Pitches of excessive speed will result in a warning to the pitching coach. A second warning of pitches of excessive speed will result in the removal of the pitching coach from the pitching position. If the pitching coach is hit by a pitch, it will be a dead ball, do over. All runner will revert to their previous base and the batter will assume the previous pitch-count.

Infielders must play no closer to the batter than 35 feet with one player in the pitcher's position with at least one foot within the pitcher's circle until the ball is pitched. Not in front of the pitching rubber, but within 3 feet to the left or right of the pitching rubber. All outfielders must be off the infield area (on the grass) when the pitch is released.

The pitching coach cannot coach batters or base runners, but may verbally encourage the batter. The penalty is a warning the first time. A second offense will result in the runner being called out and the coach being removed from the pitching position for the remainder of the game.

Playing & Batting Rules: All players on a roster will be in the batting order and all players will bat.

A. When a player is entered in the lineup at the beginning of the game but because of injury or illness is unable to continue participation, this position in the batting order will be skipped without penalty.

B. List all players' names in the batting order. If a player arrives late to a game, they will be added to the bottom of the lineup and will bat at the proper time.

C. Each player must play one complete inning per game. 11 players will be allowed to play. The eleventh player will play out in the field.

No less than 7 players to start a game. No penalties for less than 10 players.

An inning will be 3 outs or after your lineup bats(not more than 11 players)or if your team scores four (4) runs in an inning, the inning automatically ends and the opposing team is allowed to bat.(only league play) whichever comes first.

Line up to scorekeeper - all names. All outfield players must play in the outfield (behind the dirt) Line up cards are provided

We will not have infield fly rule for 7 & 8 Coach-pitch in league play. Base stealing will not be allowed.

The umpire will call time when all play has ceased. While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is no longer in play, the ball is thrown to the pitcher's circle and no runner may advance. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. Umpire judgement is final and will not be questioned.

First and second place individual trophies will be given for the league play by regular season won-lost record.

The second, third or game will start 10 minutes after the previous game.

Official approved 11" softballs and approved bats must be used. The official base distance will be 60 feet.

Any disputes must be in writing to the BRD office within 24 hours. This is not to be discussed with the umpires or scorekeeper. Protests must be presented by the head coach.

No one will be allowed to change teams after the draft.

Teams must have matching tops. Players must wear shoes, no metal cleats. No visors will be provided. You may wear caps or visors.

Catchers must wear an approved plastic face mask/guard helmet. Throat protector is optional. Batter and base runner must wear batting helmets (NOCSAE approved) and shall be equipped with chin straps.

There will be no games rescheduled except those games that are rained out. If a team cannot play the regular scheduled game then it is a forfeit.

Tie game will be played off. International tie breaker rule if tied end of one hour and 15 minutes or 7 innings will be used. The last completed at bat from the previous inning will be placed at second base to begin each teams at bat in the ITB. We will play two innings of ITB to try and reach a winner if not the game will end in a tie.

Have line up to official scorekeeper (upstairs) 10 minutes before game time. Line up must have first and last name, position and uniform number of each player. Cards are provided. (In scorekeeper room)

No glass containers allowed at Complex. Water cooler only allowed. No food or drinks at Complex.

TO CHECK TO SEE IF GAMES ARE RAINED OUT, CHECK facebook or head coach will be texted.

We will have a UIC at the complex during games. Chad Walker