



COACH PITCH LEAGUE RULES

General

1. This league is for 1st and 2nd grade girls
2. Teams will be established by the League Director prior to the start of the season. Any modifications and/or changes must be approved in writing by the coaches and director.
3. Late entries will be assigned by the director by roster size and player's ages.
4. An 11" "soft" softball will be used.
5. Teams must start the game with at least (8) players.
6. A game will consist of 6 innings. No new inning will start after 1 hour and 20 minutes, tie games included.
7. In the event of inclement weather, (4) innings will constitute as a complete game.
8. Each team should keep track of the score and verbally communicate this after each at bat to avoid all disputes. The home team is in charge of the score board.
9. 3 outs or 5 runs constitute an inning.
10. The umpire ruling is final. If there are any questionable calls, both coaches need to consult the umpire. Any disagreements must be addressed with the League Director or Umpire Coordinator and NOT the umpire on the field.
11. Each team is responsible to clean up after each game.
12. If a player must leave a game early due to other commitments, no penalty/no out will be assessed.

Fielding

1. All players on the team will play defense each inning. The infield will consist of a pitcher and catcher, along with (4) infielders. All other players should play in the outfield on the grass or at least 15 feet behind the baseline.
2. The catcher must wear protective gear (provided for each team) and be positioned in the correct spot for a catcher.
3. First, second and third base players should be within (3) to (5) feet of the base until the ball is hit. The pitcher must stay next to the coach or inside the circle until the ball is hit.

4. Every player must play some innings in the infield and the outfield and be rotated between positions. Catcher is NOT considered an infield position.
5. No player may play more than two innings at either pitcher or first base in one game.
6. An outfield player may not cover a base. Example: The center fielder cannot cover second base when the ball is thrown to second. If the center fielder fields a ball they can run it in to second base, but we want to encourage throwing the ball.

Batting

1. Pitching will be done by the batting team's coach. The coach will pitch from a distance of 25 ft. Discretion may be used and the pitcher may move closer or farther back depending on the batter's ability.
2. The pitcher must hold the ball up to show the defense the ball is being pitched.
3. The pitching coach must avoid a hit ball and attempt to get out of the way. In the event the ball hits the coach, the ball is still live and must be played.
4. Batters will get (4) pitches from the coach. If after (4) pitches they do not get a hit, the player will get (1) chance to hit off the tee. If the (4th) pitch is foul, the batter will receive another pitch until they get a hit, miss or do not swing.
5. Any hit off the tee is held to a single and runners may only advance (1) base.
6. If they swing and miss off the tee or the ball goes foul the batter is out.
7. The ball must be hit beyond the 15ft arc to be considered fair.
8. No bunting or walks are allowed.
9. All players are to remain on the bench and in their batting order. Any player batting out of order will be considered out.
10. Helmets are required for all batters and base runners.
11. If the batter throws the bat they will receive (1) warning. If they throw the bat a second time they will be called out.
12. Any bats are fine.

Base Running

1. Players may not leave the base until the ball is hit. If they lead off they will be called out.
2. When a ball is overthrown, runners MAY NOT advance during that play and must stay at the base they were traveling to.
3. Runners must stay in the baseline or they will be called out. The baseline is deemed (3) feet on either side of the straight line between bases.
4. Play continues until the defense stops the lead runner (Example: An outfielder throws the ball in and the shortstop has the ball and is holding it inside the baseline).
5. If a runner makes contact with a hit ball, they will be called out.
6. A coach may not make contact with a runner until play has stopped or the runner will be called out.
7. Try to encourage the girls to slide if a play is being made on them.

Coaching

1. On offense each team will be allowed (3) coaches at a time. There should be two base coaches and one coach pitching.

2. On defense, (2) coaches will be allowed in the outfield grass to instruct players. Another coach may assist with the tee when needed.
3. The pitching coach may not instruct any baserunners; however, the pitching coach may instruct the batters.
4. Coaches are responsible for their actions, player conduct, and crowd control. Please lead by example and show good sportsmanship.
5. Any violation of the rules will be brought in front of the board.

GYS-HYS Interleague Game Rules

1. All games played at HYS diamonds.
2. An 11" "hard" softball will be used – not a squishy ball.
3. Three outs or four runs constitute an inning.
4. A time limit of one hour per game with no new inning starting after 50 minutes.
5. A pitching circle will be chalked on the diamond and both the coach pitching and player should remain inside prior to the pitch.