

SOUTH LINCOLN SPORTSPLEX GIRLS 8 & UNDER RULES (Coach Pitch)

PLAYER ELIGIBILITY

Any player who's 7th or 8th Birthday falls before December 31st of the previous year.

GENERAL

Each team is allowed four (4) adults in the dugout, one (1) manager and three (3) coaches.

Offensive coaches must remain in their coaching box at all times.

If a manager has used all of his/her eligible players and a player is injured, becomes too sick to continue, or is ejected, the game will not be forfeited. In the case of a sick or injured player, the **OPPOSING MANAGER** must select as a replacement one of the players on the bench who has already been in the game. In the case of an ejected player, she shall simply be scratched from the lineup and the team will play with a player short. In either situation, no out shall be charged when that player would have batted. An injured player cannot return to the game.

EQUIPMENT

Tennis shoes or baseball shoes may be worn. **NO METAL CLEATS.**

Approved (unaltered) softball bats, wood or aluminum, any size may be used.

All batters and runners must wear batting helmets. Any batter who bats without her headgear is out after the first (1st) pitch. Any player running the bases and deliberately removing her headgear in the umpire's judgment will be called out. **EXCEPTION:** Home run over the fence or a time out.

If a runner's helmet comes off while the runner is advancing to a base, then once the runner reaches the base, whether safe or out, time will be called, the ball is dead and no runners may advance.

The catcher must wear a protective helmet.

Equipment must be kept in the dugout.

Any player warming up a pitcher shall wear a protective facemask.

Approved helmets meeting safety requirements will be furnished by each team.

THE PLAYING FIELD

There will be a twenty (20) foot chalked arc from the first base line to the third base line drawn from the back point of home plate. The ball must be on or past this line to be fair, if not it will be a foul ball.

Infielders must stay at least thirty (30) ft. from home plate until the ball is hit. **PENALTY:** Offensive team gets choice of the play or re-pitch.

The pitching distance is thirty five (35) ft.

The base paths will be sixty (60) ft.

OFFENSE

Each team shall bat the entire roster of players present for the game. **EXCEPTION:** Teams may bat an equivalent number of players. **EXAMPLE:** Team A has 15 players, Team B has 10 players. Team A only has to bat 10 players. Coach be advised all other participation rules are in effect.

No team shall score more than five (5) runs per inning. If there are not three (3) outs when five (5) runs are scored, the teams will change sides.

A regulation game will be six (6) complete innings. The game will be called if one team is ahead eleven (11) or more runs after four (4) complete innings. Games will have a one (1:00) hour time limit. Innings started before the time limit will be completed unless it is mathematically impossible for one team to catch up.

Four (4) innings constitute a complete game in case of bad weather or any other cause which in the umpire's judgment interferes with further play, or three and one half (3-1/2) innings if the home team is ahead.

No game shall continue for more than six (6) innings. If the score is tied at the end of six (6) innings the game will be declared a tie game.

Teams may start a game with a minimum of eight (8) players.

An offensive coach will pitch to their batters. The pitching style must be underhand. The Coach may only coach the Batter until she reaches first base or after she leaves third base. The Coaches will be replaced after one warning of a violation.

The Offensive Coach - Pitcher must attempt to leave the field and try to pick up the Batters Bat.

The Offensive Coach - Pitcher that does not attempt to get off the field or interferes with the defensive player to keep her from making a play will cause the Batter to be out. No Runners may advance.

The Coach pitcher must pitch from the pitching rubber (35ft).

Any batted ball that hits the pitching coach will be a dead ball and declared a “no pitch”. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him/her, the batter will be out, a dead ball called and no runner can advance. This is also in effect when he/she interferes with a defensive player making a play.

An offensive batter will receive five (5) pitches or if third (3rd) strike is fouled she may continue to bat unless it was caught as an out. There will be no walks.

After one (1) warning per game per player for slinging her bat, the batter will be called out, the ball is dead, and no runner can advance.

A batter cannot be out of the batter's box when the ball is hit. This includes stepping on home plate. **PENALTY:** Batter is out.

NO BUNTING will be allowed BUT batters CAN SLAP HIT. **PENALTY:** A strike will be called on the batter.

A base runner cannot leave her base before the ball is hit. If a runner misses a base, it will be an appeal play to the umpire.

Any runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make the tag, or if she maliciously runs into a fielder.

Any offensive coach physically assisting a base runner while the ball is in play will result in that runner being called out.

The offensive team may have one (1) time out per inning with this time out being no more than one (1) minute to talk to the batter.

DEFENSE

There will be ten (10) players on the field, consisting of six (6) infielders and four (4) outfielders. The outfielders must remain twenty (20) ft. behind the base lines until the ball is hit.

If a team has less than ten (10) players, the manager may decide which position(s) to leave vacant on defense. **EXCEPTION:** Pitcher and catcher.

The defensive player listed as the pitcher must remain three (3) feet on either side of the coach pitcher, until the ball is hit. **PENALTY:** The offensive team gets a choice of the play or re-bat.

Play shall **NOT** be stopped by the defensive team by heading off or stopping the front runner. Any other runner may continue at her own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue.

One (1) defensive coach may be at the open end of the dugout to instruct his/her defensive players.

OPTION: The defensive team may have a coach on the opposite base foul line from their dugout, behind the twenty (20) ft. line and at least six (6) ft. off the foul line. No other coaches (offensive or defensive) are allowed on the field.

Overthrows inside the Fence will be a live ball and allow the base runner as many bases as possible. Overthrows outside the Field of Play will be declared a dead ball and Bases awarded under the Rules of Regular Baseball.

A fly ball will be played the same as regular baseball. **EXCEPTION:** The infield fly rule will not be in effect.

The defensive team may have one (1) time out per inning, lasting no more than two (2) minutes.

MISCELLANEOUS

Substitutes must be announced into the game, either to the scorekeeper or the umpire prior to batting. **PENALTY:** This is considered to be batting out of order and the batter is out.

If a player is injured by being hit in the face, throat or head **TIME WILL BE CALLED IMMEDIATELY** and all players awarded one (1) base. Any other injury deemed serious enough in the judgment of the umpire will be handled in the same manner. The coach must not enter the field until time is called. **NOTE:** This is a judgment call and cannot be appealed or protested.