

# West Cobb Girls Softball

## Rules & Regulations



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## Game Rules & Regulations

### Player Eligibility:

A. To be eligible, each girl must be at least four (4) years of age by September 1<sup>st</sup> of that year for the Fall season and December 31<sup>st</sup> of the previous year for the Spring season. A player can be no older than 19 years of age by December 31<sup>st</sup> of that year for the Fall season and December 31<sup>st</sup> of the previous year for the Spring season. A player's age as of December 31<sup>st</sup> of that year for the Fall season and December 31<sup>st</sup> of the previous year for the Spring season will determine their age group.

B. Nonresidents of Cobb County are allowed participation in West Cobb Girl's Softball but will be assessed a nonresident fee (Spring season only) as determined and required by the Cobb County Parks and Cultural Affairs Department. This fee is passed on to the county. No girl shall be excluded from play in WCGS based on race, color or national origin under any circumstance.

C. Players must be properly registered and have paid their registration fee along with their concession deposit before participating in skills testing (Spring season), practices or games.

D. All registered players are required to attend skills test (Spring season). A player is eligible to "play up" in the Spring if she is a minimum of ten (10) years of age and in her second season of 10U play. She is required to attend skills testing for the age group in which she would like to play and is required to achieve a minimum score of 25. If she scores below a 25 she will be assigned to her given age group. In the Fall, a player may only play up if she had attended the previous Spring season skills test, scored a minimum of 30 and has the approval of her respective League Director and the Player Agent.

Skills tests are not required for the Sugar & Spice age group.

E. League Directors will determine the final number of girls to be assigned to each team. Any players signing up after their age group's draft will be placed on a waiting list for their respective age group. In the order in which they submit their registration form, their League Director in coordination with the Player Agent will place each player on a team until that given age group is closed.

### Coaching Requirements:

All Managers and Assistant Coaches must submit a signed Application & Coach's Pledge form and submit to a background check. Each Manager or Coach must be approved by a majority vote of the Board of Directors on a one season basis.

Managers and Coaches should always have a positive attitude. Do not criticize players for mistakes or errors but instead offer encouragement and support. Suggest ways to improve player skills, build confidence and enjoyment for the game. The attitude and conduct of Managers and Coaches at WCGS reflects on and determines the value of our program for both players and parents.

- 1. Use of alcohol in the park is prohibited.**
- 2. Use of tobacco products in the dugout or on the field is prohibited.**
- 3. Profanity is prohibited**
- 4. Managers and Coaches must conduct themselves properly towards umpires, scorekeepers, their players, the opposing team, spectators and the WCGS Board.**
- 5. Managers are responsible for the conduct of their coaches, players and parents.**

A Manager or Coach, who in the opinion of the Board displays an attitude or conduct unbecoming or detrimental to WCGS, including willfully disregarding these rules and regulations, may at the discretion of the Board receive a warning, suspension, dismissal or be relieved of all duties for the remainder of the season. Managers are responsible for all assigned equipment. It must be kept in good condition and returned at the end of the season. Failure to do so will jeopardize the opportunity to manage in the future and may result in forfeiture of any equipment deposit.

### **Team Organization:**

A. All players will be drafted in accordance with WCGS Draft Rules.

B. A Manager and up to one Coach will be assigned per team. All Managers and Coaches must actively participate in practices and games.

C. If requested at registration, sisters will be placed on the same team in accordance with the draft procedure. Sisters must be either biological or if related by marriage, be residing at the same physical address. Birth certificates may be requested. No other consideration will be given for special requests including transportation reasons.

D. Parents or Legal Guardians have the option to name one (1) Manager for whom they will not allow their daughter to play. A Confidentially form (available on line) must be completed and submitted to a Board Member prior to the draft. This should be done only after serious consideration.

### **Equipment:**

A. Metal cleats are prohibited, rubber cleats or sneakers are allowed.

B. No jewelry is allowed except in the case of newly pierced ears and they must be fully covered by tape. Hair clips must be made of rubber or fabric, no metal or plastic is allowed.

C. Each player must wear her team jersey. The number must be visible while at bat. At the discretion of the umpire, a cover-up without a number may be worn while at bat. Cover-ups are allowed during defensive play.

D. Catchers must wear a masked helmet with throat protector and a chest protector. Fast-pitch catchers must also wear shin guards. Catchers who are warming up a fast-pitch pitcher, either on or off the field of play, must wear full protective gear.

E. Bats must be official softball bats. No bats on the ASA disapproved list may be used. Multi-walled and composite bats are permitted in the 12U and older age groups only. During play, violation of these rules is subject to the Umpire's interpretation of the ASA Rulebook, rule 7, section 6C. Any team in violation of this rule a second time may receive a forfeit along with possible disciplinary action from the Board of Directors against the Manager or Coach.

F. Protective masks for pitchers and mouth guards for infielders are not required but highly recommended.

G. The batter, on deck batter and base runners must wear an approved batting helmet secured with a chinstrap and it must remain on until they exit the field of play. Additionally, fast-pitch players must have an approved protective facemask on their batting helmet.

H. The location of the on deck batter's circle must be on the same side of the field as the dugout which her team occupies and located at least half way between home plate and the dugout entrance, closer to the dugout entrance than home plate.

I. Double bases will be used at first base when available.

J. One new ball and one used ball will be provided for each game.

**Field Dimensions:**

	<u>Pitching Rubber</u>	<u>Bases</u>
Sugar & Spice, Senior Sugar & Spice, 8U	35 ft.	55 ft.

Slow-Pitch:

10U	40 ft.	60 ft.
12U	46 ft.	60 ft.
14U, 16U, 19U	50 ft.	65 ft.

Fast-Pitch:

FP10U	35 ft.	60 ft.
FP12U and up	40 ft.	60 ft.

**General Park Rules:**

A. ASA rules, both slow and fast-pitch will be followed unless otherwise stated by WCGS. Fast-pitch is also governed by Class C, NGFP rules & regulations. In the event rules differ, WCGS rules supersede all others where applicable.

B. Bat slinging is not allowed and the player may be ruled out. No warning is necessary and the Umpire's judgment prevails.

C. Only one Manager or Coach may approach an Umpire to question a rules interpretation. Before the next pitch the Manager or Coach must request time out then approach the Umpire. If a protest is necessary (allowed in Spring season only) follow Game Protest rules:

Game Protest:: Your intention to protest an interpretation of ASA rules must be made to the Umpire prior to the next pitch. A written protest (as outlined in the ASA Rule Book) must be submitted to the Board within 48 hours along with a \$20. protest fee. If the protest is upheld the fee will be returned.

E. An adult Coach is required at 1<sup>st</sup> and 3<sup>rd</sup> base. One of these should be the Manager or Coach.

F. No infield practice will be allowed after the scheduled game start time. Pitchers will be allowed a maximum of five warm-up pitches before the start of the game.

G. Forfeit time will be ten (10) minutes after the scheduled start time of the first game of the day. Subsequent games are allowed a five (5) minute grace period.

H. Lineups should be turned in fifteen (15) minutes prior to game time. Official scorekeepers are provided for the Spring season. For the Fall season the Home team should keep the scorebook and the Visiting team should provide an individual to operate the scoreboard. For the first two weeks of the Fall season the scoreboards will not be utilized. Lineups may be changed anytime prior to the first pitch. Players must be listed by first and last name and number. List all players including those not present at game time so they can be added upon arrival and become eligible for play.

I. Umpires are responsible for the official game time and rule interpretation.

### **Sugar & Spice (4-6 years old)**

Time limit is 60 minutes (Spring & Fall) and the game ends. A half or full inning does not need to be completed.

Two (2) base coaches may be on the field to assist base runners and three (3) coaches may be on the field to assist the defense.

All players present will be on the field defensively and will bat regardless of the number of players present. No substitution is required and there are no forfeits due to the number of players.

Each team will bat through their entire batting order once each inning. The batting order should be reversed each inning.

Batters, at the discretion of their Coach may first receive a maximum of five (5) pitches. If the ball is not hit by the fifth pitch a batting tee will be used. The Coach may pitch from any appropriate distance in order to give the batter an opportunity to hit the ball. All efforts should be made to let the batter put the ball in play but time should be considered. The batter may not advance past first base on a hit. A softie ball will be used for all games.

If possible, defensive players should be rotated to different positions except in situations where injury or embarrassment may occur.

All play stops when a player has possession of the ball and is within the circle drawn around the pitcher's mound.

The purpose of the Sugar & Spice age group is to have fun, work on basic skills and build enthusiasm for the game. No score will be kept, all players are WINNERS.

### **Senior Sugar & Spice (6 years old, Spring season only)**

A skills test is required for all players (Spring season only). Six year old players who have never played before may be encouraged to play in the Sugar & Spice division. A draft will be conducted to form individual teams.

Time limit is 60 minutes and the game ends. Ties are allowed for both Spring and Fall seasons. League standings will not be kept (Spring & Fall) in Senior Sugar & Spice.

Softie balls are used for the entire season.

The second half of the season (Spring season only) will be played differently from the first half.

Fall season and 1<sup>st</sup> half of Spring season (prior to Spring break):

1. Each team will bat through their entire line-up.
2. The batting order will reverse each inning.
3. A player will be given five (5) pitches max., then a tee will be used.
4. Extra base hits are allowed.

2<sup>nd</sup> Half of Spring season:

1. One umpire and a scorekeeper will be supplied. Play is governed by 8U rules.
2. Batters will be given five (5) pitches or three strikes.
3. Extra base hits are allowed
4. Three outs or a maximum of five (5) runs per half inning is allowed.

### **8U Universal Rules:**

Game time limit is 60 minutes or six (6) innings, which ever comes first. No new inning will start after the time limit has expired. An inning started within the time limit will be completed unless a team is mathematically eliminated. Games may end in a tie (Spring & Fall seasons).

ASA approved, 11" balls will be used. No composite or double-walled bats are permitted in 8U play.

A team may start the game with seven (7) players but not fall below seven once the game has started. If a team falls below seven players, the game will be forfeited. Exception; if a team has only seven players and one is injured during game play, that team may continue to play with six (6) players.

Teams are encouraged to play a practice game if a forfeit condition should arise. Umpires are not required to officiate the practice game.

All eligible players must be included in the batting line-up and they must bat in the order listed in the official scorebook. If an injured player taken out of the game cannot bat, the batting position is passed over and no out is recorded. The injured player may return to the game in their original batting position. Any players arriving late will be added at the bottom of the batting order.

An injured runner (a player who is injured while running the bases) can be substituted for with the player who made the last out, without penalty.

Offensive Play:

1. Six (6) pitches or three swinging misses shall be an out (no called strikes). On the sixth pitch or with two strikes, a foul ball keeps the batter alive if not caught for an out.
2. On any attempt to get an out at first base should the ball be overthrown, the runner reaching 1<sup>st</sup> base may at their own risk advance to 2<sup>nd</sup> base. Runners already on base may advance up to two bases at their own risk. For example, a runner that began play at 2<sup>nd</sup> may advance to home. A runner that began at 1<sup>st</sup> base may advance to 3<sup>rd</sup> base. An overthrow to the pitcher, 2<sup>nd</sup>, 3<sup>rd</sup> or home does not restrict advancement.

3. Three outs or a maximum of five (5) runs per half innings is allowed.
4. A batter cannot bunt.
5. A batter cannot reach first base by a walk.
6. A batter will not be awarded first base if hit by a pitch.
7. Stealing is not permitted. Base runners may leave the base after the ball crosses home plate.
8. There is no advancement on a dropped third strike.

#### Pitching Regulations:

1. There will be an 8' radius circle around the front of the 35' pitching mound. The Coach-Pitcher will start their pitching motion with at least one foot within or on the circle. The momentum of the pitch may carry the pitcher outside the circle.
2. When the ball is hit, the Coach-Pitcher should exit the playing field opposite the direction of play. It is proper and advised to remove the bat from play if possible.
3. If a batted ball hits the Coach-Pitcher, the ball is dead, considered a no-pitch and is replayed.
4. Each ball pitched to a batter must have a flat trajectory and appropriate velocity. Any pitch with a significant arc is not allowed. If, in the judgment of the Umpire, the actions of the Coach-Pitcher are deemed to give unfair advantage to the offense, then the play shall be nullified and all runners will return to the base they occupied when the pitch was made. The pitch will accrue in the pitch count. Multiple offenses shall cause the Coach-Pitcher to be removed from pitching for the remainder of the game.

#### Defensive Play:

1. A maximum of two (2) coaches may be positioned in the outfield beyond the outfielder's area of play. They may not enter the playing area or interfere with play in any manner.
2. The Player-Pitcher may be positioned anywhere in or around the 8' radius circle as long as one foot is positioned inside or touching the circle. There is no restriction once the ball is hit.
3. Players will be positioned as pitcher, catcher, four infielders and four outfielders. Infielders shall not be closer than 45' from home plate until the ball is hit. Outfielders shall be a minimum of 10' behind the base paths until the ball is hit.
4. There is no infield fly rule in 8U play.
5. Defensive play that can stop runner advancement; The defensive team throws the ball to the base in front of the lead runner and the fielder at the base has control of the ball or the umpire waits to see if the lead runner is tagged out. Once the lead runner is tagged out, reaches the base safely or goes back to the previous base, play is called dead. Throwing the ball to the pitcher in the circle does not stop play. If the defensive team throws the ball to a base other than the base in front of the lead runner, play will not stop until all runners ahead of the defensive play stop their advancement. For example, with a runner on 2<sup>nd</sup> base, the ball is hit to left field. The left fielder throws the ball to 2<sup>nd</sup> base and stops the advancement of the batter. The runner who started at 2<sup>nd</sup> base, going to 3<sup>rd</sup>, does not have to stop running because the play was made at 2<sup>nd</sup> base. However, if the runner hesitates or stops momentarily at 3<sup>rd</sup> for any reason, the Umpire may call time and the runner cannot advance.

## Slow-Pitch Rules & Regulations:

A team may start a game and be allowed to play with a minimum of eight (8) players present. The Manager of a team which falls below eight players for any reason during the game has the option to continue play.

ASA approved, 11" balls will be used. Bats listed on the ASA banned bat list cannot be used. Composite or double-walled bats are permitted in 12U and older play. No composite or double-walled bats are permitted in 10U play.

At any bat (10U-14U age groups) when six (6) runs are scored, the half inning is complete regardless of the number of outs. In the 16U, 19U and High School age groups, there is no run limit per half inning. A game is considered complete by run rule if both teams have batted and one team is ahead by 20 runs after three innings, 15 runs after four innings or 10 runs after five innings.

Game time limit is 70 minutes (Spring), 60 minutes (Fall) or six (6) innings (10U only), seven (7) innings (12U-19U & HS), which ever comes first. No new inning will start after the time limit has expired. A game is considered complete when a team has no mathematical chance to tie or win due to the six run limit.

A six (6) inning game is considered official/complete after four innings or three and one half if the home team is ahead. A seven (7) game is considered official/complete after five innings or four and one half if the home team is ahead. All incomplete games (Spring season only and only if the game's outcome will effect final league standings) will resume at a later scheduled date and time at the point which the game was stopped using the original lineups. Time remaining will be noted in the original scorebook. If not noted it will be agreed to by the Managers and Umpires before play is resumed.

Fall season games may end in a tie. In the Spring season the following tie-breaker rule will apply:

The last batter of the previous inning will be put on second base. Each inning will start with one (1) out. The game will be extended a maximum of two (2) innings. If the score is still tied after two additional innings the game will be recorded as a tie.

A batter hit by a pitch is not awarded first base.

Stealing is permitted but there will be no stealing during Coach-Pitch (10U). A base runner may leave their base when a pitched ball comes in contact with the ground or the Catcher or passes the Catcher. A base runner may not attempt to advance if the batter swings and misses. A base runner leaving early may be called out. If the Catcher attempts to throw out an advancing base runner and the ball is overthrown, the runner may not advance beyond that base (10U & 12U only, see Example 1 below). Stealing home is not permitted (10U & 12U) but a runner on 3<sup>rd</sup> base may attempt to advance home on a catcher's throw to 2<sup>nd</sup> base (see Example 2 below). In the 14U -19U & HS (Fall only) age groups, any base runner, including a runner on 3<sup>rd</sup> base may attempt to advance once the ball comes in contact with the ground or the Catcher or passes the Catcher.

Example 1 - With a base runner on 1<sup>st</sup> base, the pitcher delivers the pitch and the ball passes the catcher. The runner attempts to advance to 2<sup>nd</sup> base, the catcher retrieves the ball and throws to 2<sup>nd</sup> but the ball gets past the infielder. The base runner must stay on 2<sup>nd</sup> base.

Example 2 - With runners on 1<sup>st</sup> and 3<sup>rd</sup> base, the pitcher delivers the pitch and the catcher catches the ball. The runner on 1<sup>st</sup> attempts to advance to 2<sup>nd</sup> base, the catcher throws to 2<sup>nd</sup> base. The runner on 3<sup>rd</sup> base may attempt to advance home.

## Player Participation:

1. All players present will be in the lineup and bat.
2. A player(s) arriving after the game begins will be added upon arrival to the bottom of the lineup and bat in that spot. If a player(s) is not able to take her turn at bat for any reason the Umpire and opposing Manager shall be notified and the turn will be skipped without penalty. A player(s) missing a turn at bat for any reason may bat later in the game in the same spot. The Umpire and opposing Manager shall be advised of her return.
3. If a runner is unable to continue due to injury, the Umpire and opposing Manager shall be notified. The previous batter not on base is allowed to replace that runner as a temporary runner until she is put out, scores or the inning ends.
4. A player will have only one offensive return per game. The second time a player leaves the game for any reason it will be an out if they are unable to bat or if they leave the bases.
5. No player may sit out more than one inning per game until all other active players (excluding the starting pitcher if she is still in this position) have sat out.

## SP10U League:

There is no infield fly rule in SP10U play.

Intentional walks are permitted in SP10 play (Spring season only). A Coach may request that the batter be awarded first base without the pitcher having to deliver four balls to the batter. One intentional walk per player per game is allowed.

## Pitching Regulations (Fall season & first half of Spring season only):

1. The Player-Pitcher will be allowed five (5) pitches only (exceptions-see examples below).
2. All balls pitched shall count as a pitched ball (see examples below).
3. Pitches for strikes will be assessed, either called, swinging or hit foul and accrue in the pitched ball count.
4. Pitches for non-strikes (balls) will not be assessed in the count but will accrue in the pitched ball total. There will be no walks.
5. If the batter has not struck out or has not put the ball into play within five (5) pitches, a Coach-Pitcher will replace the Player-Pitcher (exceptions-see examples 3 & 4 below).
6. The Player-Pitcher then assumes a "pitcher's helper" position. The Coach-Pitcher must pitch from the appropriate pitching rubber.
7. The Coach-Pitcher will be allowed a maximum number of pitches equal to the number of strikes remaining for the batter. The final Coach pitch must be put in play or hit foul. If neither occurs the batter is declared out.
8. A 3<sup>rd</sup> strike foul against the Coach-Pitcher entitles the batter to another pitch. The final coach pitch must be put in play or hit foul. If neither occurs the batter is declared out.

Example 1 - Player-Pitcher throws 5 pitches - 0 strikes, 5 non-strikes. After the 5th pitch, a Coach-Pitcher replaces the Player-Pitcher and may throw up to 3 pitches (Exception: see 3<sup>rd</sup> strike foul above).

Example 2 - Player-Pitcher throws 5 pitches - 1 strike, 4 non-strikes. After the 5th pitch, a Coach-Pitcher replaces the Player-Pitcher and may throw up to 2 pitches (Exception: see 3<sup>rd</sup> strike foul above).

Example 3 - Player-Pitcher throws 5 pitches - 2 strikes, 3 non-strikes. A 3<sup>rd</sup> strike foul against the Player-Pitcher allows another pitch until the ball is put in play or a third strike is thrown. If a non-strike is thrown, the Coach-Pitcher will replace the Player-Pitcher.

Example 4 - Player-Pitcher gets a 2 strike count. The Player-Pitcher continues up to 5 pitches or until the ball is put in play or a 3<sup>rd</sup> strike is called. A 3<sup>rd</sup> strike foul accrues in the pitch total until the 5<sup>th</sup> pitched ball. If a non-strike is thrown, the Coach-Pitcher will replace the Player-Pitcher.

Example 5 - Player-Pitcher throws 5 or fewer pitches - 3 strikes, 2 or fewer non-strikes or the ball is put in play, the Coach-Pitcher does not participate.

When the ball is in play, the Coach-Pitcher must avoid all contact with the ball and all defensive players. If the Coach-Pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop and the ball shall be declared a dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count and the batter is awarded another pitch.

If in an Umpire's judgment, interference by the Coach-Pitcher is intentional, the batter is out and all runners will return to the base they occupied when the pitch was made.

### **SP12U - SP19U & HS League:**

The infield fly rule is in effect.

Intentional walks are permitted. If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

### **Fast-Pitch Recreation Rules:**

In the 10U age group, a team must be comprised of ten (10) players if available. If not the game may be played with eight (8) players and will be considered a regulation game. In the 12U and up age groups, teams must be comprised of nine (9) players if available. If not the game may be played with eight (8) players and will be considered a regulation game. If a player(s) leaves the game for an reason after coming to bat, an automatic out will be taken at her place in the batting order.

ASA approved 11" balls will be used in the 10U age group and 12" ball will be used in the 12U and older age groups.

At any bat when four (4) runs are scored, the half inning is complete regardless of the number of outs. When 60 minutes or four innings of play are complete, which ever comes first, the next inning(s) will be an open inning(s). The open inning(s) will have a six (6) run limit for the 10U age group and an eight (8) run limit for the 12U and older age groups.

Game time limit is 1 hour 10 minutes or six (6) innings (10U), 1 hour 20 minutes or seven (7) innings (12U-19U), whichever ever comes first. No new inning will start after the limit has expired. A game is considered complete when a team has no mathematical chance to tie or win due to the run limits.

Fall season games may end in a tie. In the Spring season, the following tie-breaker rule will apply:

The last two batters of the previous inning will be put on 2<sup>nd</sup> base and 3<sup>rd</sup> base respectively. Each inning will start with one (1) out. The game will be extended a maximum of two (2) innings. If the score is still tied after two additional innings the game will be recorded as a tie.

When a play at home plate occurs, the base runner should make every attempt to avoid a collision with the Catcher.

In all age groups, outfielders must be positioned no closer to home plate than the cut of the grass before a pitch is delivered.

Intentional walks are permitted. If a pitcher intends to intentionally walk a batter, all pitches must be legally delivered to the batter. If there are no runners on base, a pitcher wishing to intentionally walk a batter will be granted such by signaling the Umpire of her intention. No pitches need be thrown for an intentional walk to be granted in this situation.

The Look Back rule is in effect. The rule states that when the pitcher has possession of the ball within the 8' radius circle and is not making a play on a runner, a runner must immediately return to her base or proceed to the next base without hesitation or be liable to be called out by the Umpire. No runner may leave a base when the pitcher has possession of the ball in the circle and is not making a play on a runner. If the circle is not marked, the Umpire will approximate the circle radius when making this judgment call. Exception: when a batter receives a walk, runners on 2<sup>nd</sup> or 3<sup>rd</sup> can remain off their bases until the batter-runner reaches 1<sup>st</sup> base. As soon as the batter-runner reaches 1<sup>st</sup> base and the pitcher has the ball in the circle, the other runners must return to their base or commit to the next base. Keep in mind however that the 10U age group may not steal home at any time.

### **FP10U League:**

The infield fly rule is not in effect for the 10U age group.

The dropped third strike rule is not in effect for the 10U age group.

#### **Pitching Regulations:**

1. The Player-Pitcher is allowed a maximum of six (6) pitches. If four balls are thrown a Coach-Pitcher will enter the game and complete the at-bat.
2. The Player-Pitcher will then assume a "pitcher's helper" position. The Coach-Pitcher must pitch from the appropriate rubber.
3. The Coach-Pitcher will be allowed a maximum number of pitches equal to the number of strikes remaining for the batter. The final coach pitch must be put in play or hit foul. If neither occurs the batter is declared out.
4. A 3<sup>rd</sup> strike foul against the Coach-Pitcher entitles the batter to another pitch until the ball is put in play or a non-strike is pitched. If neither occurs the batter is declared out.
5. A batter who is hit by a pitch from a Player-Pitcher is entitled to 1<sup>st</sup> base. A batter who is hit by a pitch from a Coach-Pitcher is not entitled to 1<sup>st</sup> base.

Example 1 - Player-Pitcher throws 4 pitches - 0 strikes, 4 non-strikes. After the 4<sup>th</sup> pitch a Coach-Pitcher replaces the player's pitcher and may throw up to 3 pitches (Exception: see 3<sup>rd</sup> strike foul above).

Example 2 - Player-Pitcher throws 5 pitches - 1 strike, 4 non-strikes. After the 5<sup>th</sup> pitch a Coach-Pitcher replaces the player's pitcher and may throw up to 2 pitches (Exception: see 3<sup>rd</sup> strike foul above).

Example 3 - Player-Pitcher throws 6 pitches - 2 strikes, 4 non-strikes. After the 6<sup>th</sup> pitch a Coach-Pitcher may throw 1 pitch (Exception: see 3<sup>rd</sup> strike foul above).

When the ball is in play, the Coach-Pitcher must avoid all contact with the ball and all defensive players.

If the Coach-Pitcher is struck with a batted ball or makes contact with a player attempting to field a batted ball, play will stop and the ball shall be declared a dead ball. All runners will return to the base they occupied when the pitch was made. The pitch does not count in the pitch total or the pitch count and the batter is awarded another pitch.

If in an Umpire's judgment, interference by the Coach-Pitcher is intentional, the batter is out and all runners will return to the base they occupied when the pitch was made.

Once the pitched ball leaves the Player-Pitcher's hand, the runners may attempt to advance. There will be no stealing during Coach-Pitch. A base runner leaving early may be called out. If the Catcher attempts to throw out an advancing base runner and the ball is overthrown, the runner may not advance beyond that base (Example 1). A runner already on 3<sup>rd</sup> base may not attempt to advance in this situation (Example 2). A runner on 3<sup>rd</sup> may only advance home on a force play or a batted ball.

Example 1 - With a base runner on 1<sup>st</sup> base, the pitcher delivers the pitch and the ball passes the catcher. The runner attempts to advance to 2<sup>nd</sup> base, the catcher retrieves the ball and throws to 2<sup>nd</sup> but the ball gets past the infielder. The base runner must stay on 2<sup>nd</sup> base.

Example 2 - With runners on 1<sup>st</sup> and 3<sup>rd</sup> base, the pitcher delivers the pitch and the catcher catches the ball. The runner on 1<sup>st</sup> attempts to advance to 2<sup>nd</sup> base, the catcher throws to 2<sup>nd</sup> base. The runner on 3<sup>rd</sup> base may not attempt to advance home.

Bunting is permitted during Coach-Pitch, but the batter may not fake-bunt-slap.

Each ball pitched to a batter must have a flat trajectory and appropriate velocity. Any pitch with a significant arc is not allowed. If, in the judgment of the Umpire, the actions of the Coach-Pitcher are deemed to give unfair advantage to the offense, the play shall be nullified and all runners will return to the base they occupied when the pitch was made. The pitch will accrue in the pitch count. Multiple offenses shall cause the Coach-Pitcher to be removed from pitching for the remainder of the game.

A defensive coach may assist with pass balls during non-steal situations. Should a Coach interfere with a pass ball during a steal situation, runners are entitled to move one base from the base they occupied before the pitch.

**FP12U and Up League:**

Once the pitched ball leaves the Pitcher's hand, the runners may attempt to advance. A base runner leaving early may be called out. If the Catcher attempts to throw out an advancing base runner and the ball is overthrown, the runner(s) may continue to advance at their own risk.

The infield fly rule is in effect for 12U and up play.

The dropped 3<sup>rd</sup> strike rule is in effect for 12U and up play.