

Coach Pitch Girls Softball Rules - 2021

1. Players wanting to play Coach Pitch must be going into 3rd, 4th or 5th grade of the upcoming school year. Younger may be used if needed to make a team (roster may be filled up to 10 if you are using players from t-ball). Coach pitch girls cannot play t-ball.
2. ASA rules will apply **with the following exceptions:**
3. Chatter is allowed but must be tasteful (batter, batter, swing). **No Catcher Chatter!**
4. Lineups: Coaches may choose to use a traditional 9 player lineup with substitutions or an open lineup (using all available players) with free substitutions. Coaches must let the umpires and opposing coaches know which lineup they are using during the pre-game coaches meeting. All players must play two full innings (defensive and offensive). Otherwise, the team must forfeit the game. All substitutes must be entered by the top of the 3rd inning. In the traditional lineup, when a player re-enters, she must go back into the same batting order that she had previously occupied. In case of injury or illness, this rule does not apply and substitutes may be used. A team must have 7 players to play a game. **(Gentleman's Agreement)**
5. All players must wear shoes. **No Steel Cleats are allowed.**
6. If any part of the bat is thrown out of the 15-foot circle at any time during the at bat, the batter is out. If the bat is thrown and stays in the circle, the call is at the **umpire's discretion.**
7. The distance between the bases will be 60'. The pitcher's mound will be 40' from the **BACK** of home plate. There is to be a 15' radius circle around home plate and an 8' circle around the pitcher's mound with a line extended from both sides of the pitching rubber. Halfway marks between the bases and between 3rd base and home plate and a mark 15' in front of 1st and 3rd base extended at a right angle from the baseline. For player safety, players must be behind this line before the ball is hit.
8. An 11" ball will be used, either fluorescent or white. All teams will use the Dudley 11", Cor.47, cork center ball, no rubber core. Two new balls will be provided by the home team for games.
9. Games will start at 7:30 pm and will be 6 innings. An inning will consist of 3 outs or 6 runs, whichever comes first. During the season, do not start a new inning after 55 minutes of play. The home plate umpire will announce the official start time and it is the responsibility of the home team to record said time in official book. If a team is so far ahead that the other team cannot win, the game is considered over. If the game is tied after regulation play, up to 2 extra innings can be played if needed. If the score is still tied after the additional 2 innings, the number of outs during the game will be counted to determine the winner.
10. The pitcher must have 1 foot on or behind the line that extends to either side of the pitcher's mound and 2 feet inside the circle until the ball leaves the pitcher's hand. If the pitcher is off the line, a warning will be issued. A 2nd violation will result in the batter being awarded 1st base and each runner will advance to the next base.
11. **Any over throw will be LIVE until the pitcher has possession of the ball with one foot inside the 8' circle and is not attempting to make a play on any runner (at the umpire's discretion).** The ball is to be thrown to the pitcher and not the catcher.
12. The catcher must wear a chest protector, facemask, throat protector and helmet. They must begin inside the circle when the ball is pitched.
13. The batter gets 5 pitches; an OUT will be 3 swings or 5 pitches. A foul ball on the 5th pitch is still an out.

14. A runner may not leave the base **UNTIL THE BALL LEAVES THE PITCHER'S HAND** and the runner cannot cross the halfway line **BEFORE THE BALL IS HIT**. In the event a runner leads off more than half way, the play is called "dead" with that runner out and all other base runners returning to the base they occupied. A warning may be issued by the umpire but not required.
15. A runner rounding first must make a definite attempt towards 2nd base in order to be tagged out. Turning left **DOES NOT** constitute making an attempt.
16. The infield fly rule is not in effect.
17. There will be no infield practice taken before games.
18. 2 high school age or older umpires are required and furnished by the home team. A younger umpire may be used if approved by the visiting team. Please make sure your umpires have read the rules. If you have a question about a call, wait until the play is dead, call time out and ask to approach the umpire that made the call. Please be respectful, and remember that most umpires are of high school age and volunteering their time.
19. The designated pitcher must start inside the designated circle to pitch the ball and is allowed no more than one step once the pitching motion is started. If a hit ball strikes the designated pitcher the ball is dead and the pitch is not counted. Once the ball is hit, the designated pitcher should make an attempt to vacate the playing field as to not interfere with the play. In the event the designated pitcher interferes with a play or thrown ball, either intentionally or unintentionally, it is a dead ball and all runners go back to their base. The pitch does not count.
20. A safety base will be used at every league game and will be used when there is a play at first base. If the throw pulls the first baseman from the white base the runner may use the white base to avoid a collision. The fielder may then touch the safety base to record the out.
21. There will be no bunting.
22. Sliding will be permitted with the exception of head first sliding that will not be permitted.
23. Each team must submit a roster to the league secretary prior to the first scheduled game.
24. To appeal a missed base, once the ball is dead, the coach must first call a timeout and then inform the umpire the base they wish to appeal. A throw does not need to be made to that base to appeal the call.
25. Following ASA rules, anytime there is a force out at any base for the 3rd out, runs will not count, even if the player crosses the plate before the out occurs.
26. To add a team to the league, a majority vote must be attained. Each level (t-ball, coach pitch, junior and senior) will only vote for their level. One vote per team.

Tournament Rotation: When it is your turn to host the tournament you must pass and the next team will have the option. You must wait until it is your turn again to have the option. Any new team entering the league will have to go to the end of the rotation. If your town fails to send a team to the tournament that played in the regular season you will lose your turn in the rotation.

Palmer	2021
Clifton/Clyde	2022
Washington	2023
Hanover	2024
Valley Heights	2025

(Revised March 2021-Rule 2)