



# Broken Arrow Girls Softball – 8U Coach Pitch Only Rules

2024

## A. PLAYING RULES AND REGULATIONS – 8 & UNDER (Coach Pitch Only)

### I. GENERAL

1. The game consists of 5 innings. A minimum of 3 full innings is required to constitute a completed game.
2. The time limit is 1 hour from start time, finish the inning. Start and end times shall be noted in the official scorebook. In case of serious injury, game time will be adjusted. If game time has expired and the home/visitor team is behind more than the maximum number of runs allowed per half inning, the game is over.
3. No tiebreakers.
4. Once an offensive team has scored 5 runs, or 3 outs have occurred, that half-inning will end.
5. No infield fly rule

### II. PLAYING FIELD

1. Distance between bases will be 60 feet.
2. The pitching circle shall be defined as the area in the center of the diamond. The area will be outlined by a circle 16 feet in diameter with a pitching rubber in the center 30 feet from Home plate.
3. There will be a batter's box 7 feet long and 3 feet wide extending 3 feet beyond Home plate into the playing field.
4. The coach's box shall be 3 feet by 15 feet and shall not be closer than 8 feet from the base line.
5. The on deck circle shall be defined as a circle 5 feet in diameter and located in the vicinity of the dugouts.
6. The running lane shall extend parallel and 3 feet from the base line, starting from a point halfway between Home and First base.
7. A line halfway between First and Second, Second and Third, Third and Home shall be called the halfway line and/or halfway point.

### III. EQUIPMENT AND SAFETY REGULATIONS

1. An 11" (RIF 10 or DX-5) or equivalent softball shall be the official ball of this age group (subject to ball brand availability).
2. The official bat of this age group shall be an ASA and/or USA SOFTBALL approved softball bat.
3. Batters/runners will wear an USA SOFTBALL approved helmet with face mask at all times, including leaving and re-entering the dugouts – including practices.
4. Chest protector, catchers' helmet with mask, throat protector, and shin guards that cover the kneecap will be worn by the catcher at all times when behind the plate, including practices. Catcher helmet with mask and throat protector must be worn anytime warming up a pitcher, including practices. The catcher's mask may be removed after the ball has been hit.

### IV. GAME RULES

1. 9 or 10 defensive players may be used at the discretion of each manager. This decision must be made prior to the start of the game. If a 10th player is elected, four outfielders designated as left, left center, right, right center will be used.

2. A maximum of 6 players, including the pitcher and catcher may be in the infield (inside the diamond).
3. All players will bat. No player will be passed over when it is their turn to bat.
4. If a player is batting out of order, either one or both scorekeepers should notify the umpire immediately so the correct player can bat.
5. If a player becomes ill or injured, but wishes to resume the game at a later time, the child may do so, but only at the start of the next inning and only after the manager notifies the Home plate umpire, scorekeeper and the manager of the opposing team
6. Coach pitch rules:
  - a. Pitcher/coach shall pitch from the pitcher's plate.
  - b. The pitcher will be the manager from the team that is at bat.
    - i. The manager may designate a pitcher 16 years old or older.
  - c. While the batter is attempting to hit the ball from the coach pitcher, the defensive pitcher must have at least one foot within the pitcher's circle until the ball is hit.
  - d. Defensive pitchers must play no closer to the batter than the pitcher's plate prior to release of the ball.
  - e. Each batter will have up to 5 pitches to put the ball in play. If the ball is not put into play after the 5<sup>th</sup> pitch, then the batter will be considered 'out'.
  - f. The batter must hit the ball in fair territory to get on base.
  - g. If a pitched ball by the pitcher/coach hits the batter, the batter will not be awarded First base. The ball will be considered dead and will count as one of the strikes.
  - h. If the ball is hit foul off the final coach's pitch, the batter will continue hitting until either the ball is hit into fair territory or the ball is missed.
  - i. If the batted ball hits the pitcher/coach or the pitcher/coach catches the ball, the ball is dead and is re-pitched. If the pitching coach interferes with a live ball intentionally, the closest runner to Home plate will be called out.
  - j. The pitching coach may coach the batter only. The pitching coach cannot coach base runners while on the playing field inside the foul lines. Penalty: warning on the first offense; upon the second offense, the coach will be ejected from the game and the closest runner to Home plate will be called out.
  - k. The catcher will throw the ball back to the defensive pitcher rather than the pitcher/coach.
  - l. No bunting during coach pitch.
7. A base runner may not steal.
8. A base runner is allowed to leave the base when the pitcher or coach/pitcher pitches the ball. If the runner leaves the base before the pitcher or coach/pitcher has released the ball, the runner will be called out by the umpire. The runner can be thrown out at the base they occupied.
9. On the first defensive overthrow (into fair or foul territory) while attempting an out, all runners may advance a maximum of one additional base beyond the base they were running to when the overthrow occurred. Once the runners have advanced as far as allowed (or ceased their attempt), the umpire shall call time out. Runners advancing beyond the allowed one additional base will be returned to the appropriate base by the umpire. All attempts to advance incur the liability to be put out. If a defensive player continues play on the ball after the first defensive overthrow, then the play shall be considered live and runners can advance at their own risk. An overthrow into dead ball territory, the runner will be allowed one (1) base only.