



# STARK COUNTY GIRLS SOFTBALL ASSOCIATION

## 2014 COACH PITCH RULES

### 8U and UNDER

Questions concerning ASA Rules, Rules for Stark County Girls, or 8U Coach Pitch Rules, contact:  
Mark Abbuhl – 330-323-0211 or Lynn Brooks – 330-833-1958.  
ANYTHING THAT IS NOT COVERED IN 8u RULES, PLEASE REFER TO THE SCGSA RULES.

#### PHILOSOPHY:

Although the rules for playing the game are important, it is the belief of the supporting association officers and board members that the spirit of sportsmanship, fellowship, and fair play carry beyond these guidelines. A winning spirit is recognized as an important part of all of us, but winning should never become so possessing, that how to accept defeat is forgotten.

Managing or coaching a team is one of the most satisfying achievements a person can experience. The rewards are more fully recognized by the manager or coach, who, when the game is over, has gained the respect of all his players.

Spectators are the morale builders of the players. There is nothing more inspiring than faithful, cheering fans. *Negative, critical, jeering spectators are the instigators of poor sportsmanship.* Because of the young age of the players involved with this league, a strong emphasis is established to teach the basic softball fundamentals to the players. Managers have been instructed to give equal playing time to all players, regardless of ability. It is important that parents also understand and support this rule. AGAIN, ANYTHING THAT IS NOT COVERED IN 8u RULES, PLEASE REFER TO THE SCGSA RULES.

#### A. LEAGUE RULES OF CONDUCT---managers, coaches, players, parents, and spectators

- A1.** At the direction of Stark County Girls Softball Association Board, the ***zero tolerance policy*** will be in force. Any verbal or physical demonstration against anyone acting on behalf of SCGSA ASSOCIATION or Board.
- A2.** It is everyone's responsibility to immediately report all violation(s) of the rules.
- A3.** A manager will be responsible at all games for the actions of him/herself, the coaches, players and/or parents. He/she will be disciplined by SCGSA Board.
- A4.** If a coach is ejected from the game he/she will be suspended from the next game following game and their commissioner will be notified.
- A5.** Profanity or obscenity either by word or action is prohibited at any league event. The umpire will immediately eject any offender(s) without warning.
- A6.** Serious complaints concerning any aspect of the game should be directed to the Coach Pitch Commissioners or your respective Board Member immediately.

## **B. POINTS OF EMPHASIS FOR SAFETY**

**B1.** By sliding or other means, all players are to avoid "*intentional*" contact with opposing players on the base path, thus avoiding injury to either player. Umpire will call either obstruction or interference.

**B2.** Play is to be halted if there is danger of lightning. If there is lightning sighted by the managers, teams are to seek shelter away from the field. The manager should insure that everyone seek shelter while play is suspended. Both teams will remain at the park. There is a 30 minute wait per each streak of lightning.

**B3.** Coaches and players must wear proper attire, complete uniforms with either tennis shoes or rubber spikes (No sandals, open toe shoes, and steel spikes are never permitted.)

**B4.** No jewelry will be worn on the playing field.

**Examples:** Pierced jewelry of any type (earrings, nose rings, or loops) and any type of bracelets.

**Exceptions:** Medical alert tags, which shall be taped into position in such a manner as to not distract other players.

**B5.** Catchers and pitchers are required to wear ASA defensive equipment and any other player may wear ASA face mask.

## **C. PLAYER ELIGIBILITY**

**C1.** Each player must be 8 years old or younger on or before January 1st of the current year.

**C2.** It is the responsibility of the manager to verify the correct age of the players on the roster. Any game in which an ineligible player participates will cause the game to be forfeited immediately upon discovery and may result in the manager being suspended from further league play.

**C3.** Prior to schedule handout, each manager will provide a team roster listing the following info: player's name, date of birth, and number. In absence of the manager, the names of two other adult personnel along with their phone numbers will be provided so league officials or representatives can communicate with the team. No one will be given a schedule, until their team roster is submitted.

**C4.** Any additions to a team's roster will require a revised roster to be submitted in writing to SCGSA 8U commissioner, listing the addition. The new player is not eligible until the roster is submitted.

**C5.** A player may only be listed on one SCGSA league roster during the season.

**C6.** No player will change team roster after May 1st of the year unless approved by SCGSA Board.

**C7.** Manager will have the following copies with them at all games and tournaments in order to supply to opposing team if requested.

- a. Team roster.
- b. Birth certificate.
- c. Signed Code of Conduct form.

## **D. OFFICIATING, CONDUCT**

**D1.** The home team is responsible to find an umpire. They pay the umpire fees prior to the start of the game.

**D2.** Once the game begins, the umpire is in charge of the game and will enforce all the league rules.

**D3.** The umpire can be any adult (including a parent), or a child 15 years or older. (DO NOT assume, due to the young age of the girls, that just anyone can umpire. Please make sure your umpire has some knowledge of how to play softball. Your umpire will have a copy of these rules on him/her to refer to if necessary.) (Home team must provide a copy of rules as well.)

**D4.** A manager is responsible for the conduct of his spectators, parents, players, coaches, and himself. **(SEE A3)**

**D5.** All "judgement calls" made by the umpire are FINAL... There will be no comment, discussion, appeal or protest of these decisions.

Example: safe, out, fair, foul, interference or obstruction, leaving a base too early, thrown bat, ect.

#### **E. GAME TIME: (STARTING, ENDING, DELAYS, CANCELLATIONS)**

**E1.** The home team will be responsible for preparing the field for play. The home team will furnish one new ball and one used ball for the game.

**E2.** Most games will start at 6:15 p.m. on weekdays and Saturday games will start at 10:00 a.m. (unless scheduled differently – check your schedule). All games have a time limit of 90 minutes. RUN AHEAD RULE: 15 runs after 3 innings, 12 after 4, and 10 after 5.

**E3.** A game may be postponed only by managers due to bad weather, poor field condition. If one team shows up with 11 players and the other team shows up with 7 players, if both coaches agree to play and have this count as a regulation game it is permissible. On inclement weather days, the home team manager will decide if a game will begin. Contact opposing team in a timely matter, and the game will be rescheduled within one week of that game (7 days). Let League Rep and Mike Perez (SCGSA) know of cancellation and the reschedule date.

**E4.** All scores are to be called to the League Rep. within 48 hours of the game. This is the responsibility of the winning coach. Any calls after 48 hours will entail a late of \$10.00.

#### **F. RULE OF THE GAME**

**F1.** A game shall consist of 6 full innings. A game becomes official upon completion of 4 innings.

**F1-1.** If game is in the 1st or 2nd inning, makeup game will start all over.

**F1-2.** If game is in the 3rd or 4th inning, game will pick up from where it left off

**F1-3.** No new inning will be started after 7:30 p.m. or an hour and a half of play time.

**F2.** Up to 12 players per team can be on the field. A team must field at least 10 players.

**F3.** Each player available for a game must play in the field a minimum of 2 innings or 12 outs and must be entered by the 3rd inning.

**F4.** Batting order will be a continuous batting order within the team's lineup.

**F5.** There is no leading off or stealing. Base runners may leave their base when the ball is hit. One warning per team (per game); next offence the runner is out.

**F6.** The official bat will be any aluminum or wooden softball bat, meeting ASA specs (any questions about bats refer to Chief Umpire). Official ball will be an 11-inch softie softball.

**F7.** There is no bunting allowed. Often a batter miss-hits the ball and it travels the distance of a bunt. This is legal and is a live ball. A batter is just not allowed to try and put the ball down softly. Umpire decision.

**F8.** The pitcher must be either a manager or coach of the team. He/she will pitch from a minimum distance of 15 feet from home plate. He/she must wait for signal from the umpire before pitching.

**F9.** If a batted ball hits the adult pitcher it will be ruled as a "dead ball" and counts as "no pitch". Runners cannot advance and the count remains the same. If the pitcher instinctively reaches out and catches the line drive, same rule applies.

**F10.** The pitcher will deliver a maximum of 7 pitches to each batter. If the seventh pitch is fouled off, the batter will get another pitch; next foul ball is an out.

**F11.** There is no such thing as a walk, it takes four (4) Strikes/Swings and the batter is out. A foul ball is one that stops or is touched in foul territory .

**F11-1.** If foul ball is caught in the air the batter is out.

**F11-2.** On the 7th pitch, or after a foul fly is caught by the catcher, the batter is also out.

**F12.** No strikes are called. The batter must swing at a ball to constitute a strike. Only exception is the 7th pitch. The umpire should keep the batter and pitcher informed as to pitch and strike count.

**F13.** There is no infield fly rule.

**F14.** The defensive team will be allowed to chatter "hey batter, batter" in the field, but they are not allowed to yell "swing"! Batters are trying to learn discretion of pitches, and this puts undue stress on that decision making process. Managers will get one warning from the umpire, then the batter is awarded first base if the "swing yell persists.

**F15.** Overthrow rule is in effect from the point of release of the ball. Runner gets the base she was going for plus one more.

**EXAMPLE –** Any overthrow to 1<sup>st</sup> base, whether the ball is in fair or foul area, the batter/runner is frozen at 1<sup>st</sup> base, that comes from the infield. All other runners may advance at their own risk. If throw to first base goes into dead ball area, all runners advance 2 bases from the time of the throw.

**F16.** Play shall only stop when the umpire yells, "TIME."

**F16-1.** Umpire discretion (dead ball, injury, score keepers inquiry, obstruction on the field, over throw, ect.).

**F16-2.** The ball is thrown to the pitcher in the circle and the lead runner stops, the umpire will call time.

**F16-3.** When the defense stops the lead runner, the umpire will call "TIME".

**F16-4.** When umpire calls "TIME", all runners will go to the last base touched.

**F17.** Each team is limited to 5 runs per inning in the first 5 innings. However, in the 6th inning runs are unlimited or until the team has gone through the entire batting lineup one full rotation and equal batter

**F17-1.** Complete batting order can bat or 3 outs, if the teams do not have the same number of batters the team with the fewest batters repeat so both teams get an equal number.

**F18.** Each team shall have 2 coaches allowed in the outfield during their defensive stand. These coaches are called the Defensive Coaches, and may roam anywhere on the outfield. He/she must stay behind the baselines. However, he/she may realign the fielders (forward and back or left and right, ect.)

**F19.** There shall be no thrown bats. The 1st time a bat is thrown, the batter and each team is warned. The 2nd time one of the batters on the team throw's a bat, the batter is out. Umpire discretion.

**F20.** A maximum of 6 infielders at the start of each pitch. The other 6 players will be considered outfielders – maximum of 12 defensive players. **EXAMPLE:** All 8-u infield player positions: catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, short stop, 3<sup>rd</sup> base, pitcher (MUST START INSIDE PITCHER CIRCLE WITH BOTH FEET). Outfield player position: players must be in the outfield grass for those positions (until the ball is hit).

## **G. FIELD SETUP**

**G1.** A hash will be put 15 feet in front of home plate for the pitchers minimum pitching distance. An 8' circle will be around the pitchers mound center point 35'. When time is called, a runner must return to the last base touched.

**G2.** Bases are 60 feet

## **H. SEASON END TOURNAMENT**

**H1.** Double elimination @ Early Hill fields (Alliance). Umpires provided

**H2.** Records on League Lineup website will determine the seeding of the tournament.

**H3.** All league rules govern over tournament rules.

**H4.** For eligibility, see SCGSA Rules for Tournaments.