

Rules and Regulations for Elk City Girls 8U Coach Pitch

- All rules for NFHS softball will be used with the following exceptions.
- 8 & Under will be coach pitch.
- 8 & Under will use an 11" ball.
- The pitching rubber will be set 35' from home plate.
- A team will bat in each inning until 6 runs are scored or 3 outs are made, whichever comes first. [including final inning].
- 8 & Under will be 5 innings or 55 minutes. No new inning will begin after 55 minutes. A timer will be used to keep the time and will be started by the umpire in charge of the game. Each game will last until all innings are played or the designated time has expired. The time limit CANNOT expire between innings. (For example: if the home team makes the third out before time expires, regardless of how much time remains, the next inning will be played.)
- All teams will be ready to play at the scheduled game time or immediately following the previous game. No teams are required to start before the scheduled game time unless both teams are in agreement. Line-ups shall be exchanged between coaches prior to game time. At scheduled game time there will be NO infield warm-ups or waiting on players.
- The starting pitcher will be allowed 5 warm up pitches before the game starts. Changing of pitchers, the new pitcher will be allowed 5 warm up pitches.
- Each batter will receive 5 pitches or 3 swings from the coach pitcher. There will be no walks in coach pitch. If the batter does not hit one of their 5 allowed pitches in fair territory, the batter will be out. A ball hit foul does count as one of the batter's pitches. Third strike foul ball will be a foul ball and the batter will continue batting.
- The coach pitcher must have one foot on the pitching rubber when the ball is released to the batter. Any pitch that does not follow this rule will count as a pitch against the batter, and will be a dead ball. (i.e. no runners may advance, the batter may not take a base if the pitch is hit. If offense occurs on the 5th pitch, the batter will be out.)
- A tie is a tie in league play. No extra innings for tie games except for tournament games.

- All players must be in the regular batting order (all players bat), but only ten (10) play defense at a time. Free substitutions for defensive players. For safety precautions all infielders must remain no more than five feet forward of the baseline, prior to the ball crossing home plate. The player pitcher must start out at least even with the coach pitcher. After the ball leaves the coach pitcher's hand, the player pitcher is free to move about. All outfielders must start at least fifteen feet (15') behind the base line until the ball is hit.
- Short-handed rule: play can start with 7 players, with no automatic outs. When the next player arrives they go at the bottom of the batting order and can start play immediately.
- No player will be suspended by the coach for a game without the board's approval.
- The board will be notified when a player quits, for any reason.
- The ball remains in play until the umpire calls time out. Time will be called when the lead runner stops advancing.
- For insurance reasons the dugouts are restricted to current coaches and team players, and one scorekeeper ONLY! Absolutely no others allowed.
- 8 & Under coaches may pick one (1) assistant coach prior to the player draw. Only your own children are to be automatic players on your team prior to the player draw.
- No baseball bats may be used, only softball bats. (T-ball bats may be used only in the 8 & Under divisions if enough small softball bats cannot be found.)
- All pitches will be underhand.
- All foul balls hit by the batter must be higher than the batter's head and must be cleanly caught by the defense to be an out.
- Any player getting sick or injured may quit play, without the team taking an automatic out. This player may not return to the game for offense or defensive play.
- Batters batting out of turn will be an automatic out if appealed by the defensive team before the first pitch is thrown to the next batter. All runners advancing on a hit ball [by the person batting out of turn] will return to their original base. Any runner thrown out will remain out. If it is discovered while the girl is batting the right batter will come to the plate and will assume the count the wrong batter has. Example {2 balls one strike}.

- Only one defensive coach is allowed on the field at a time. Coach must remain within 5 feet (5') of their dugout and not impede play of the game.