

MINOR LEAGUE COACH PITCH SOFTBALL RULES

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- 1.) **Time Limit/ Innings:** Games will be five innings in duration or the time limit with 3 ½ or 4 innings constituting a game in the event of rain, light failure, etc. There will be a 1 hour 30 minute time limit on each game. The scorekeeper will announce the starting time of each game and this will be recorded in the scorebook. The scorekeeper's watch is the official time. NO new inning will begin with 10 minutes or less remaining of the time limit; the inning in progress will be finished if the losing team has not batted. If time permits, **tie games will be broke.**
- 2.) **Run Rule:** This league will follow 10 runs ahead after 4 innings.
- 3.) **Dugout Procedures/Players on Deck:** Players will remain seated on bench while team is at bat with the exception of the batter. The on deck batter must remain in the dugout awaiting his at bat. Coaches are responsible for this.
- 4.) **Approved Coaches:** Only approved adult coaches (18 years or older) are allowed in the base coaches box.
- 5.) **Equipment:** Every player must wear a batting helmet when batting or running bases. It is mandatory that all catchers wear catchers helmet while catching.
- 6.) **Batting/Pitching Rules:** Each player will be allowed a total of 3 swings or 4 pitches from the coach. If after 4 pitches from the coach, the batter has not swung 3 times she is out. If a batter fouls on the 4th pitch he will be called out. The ball shall be pitched underhand. No bunting allowed. Batter must make complete swing at ball (Umpire's judgement call).
- 7.) **Foul Balls:** All foul balls are considered outs on the 4th pitch. All foul balls must be chased by the batting team. Coaches are responsible for returning balls to the umpire.
- 8.) **Fair Ball Territory:** Home plate is considered fair territory. Any ball sitting on or resting against home plate is fair. Ball is in play when batter hits ball in fair territory.

9.) **Infield Fly Rule:** The infield fly rule is not allowed.

10.) **Out Rules:** Any force out, tag out, fly out, or strikeout on the last batter or any preceding runners will end the inning. The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe. Touching home plate while in possession of the ball is considered a force out.

11.) **Overthrown Balls:** On an overthrow to any base, a base runner may advance one or multiple bases but at risk of being put out.

12.) **Base Running:** Base runners cannot leave the base until the ball is hit. The runner will be called out by the umpire when the runner leaves too soon.

 If a player misses a base, it will be called in the following manner: After all play has ceased and time out has been called, umpire will call the player out for missing the base. This action is not an appeal play. If the umpire sees a player missing a base, he will call it.

 A runner who slides headfirst going into a base will be called out. A runner who does not slide, give up, or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

13.) **Scored Runs:** Runs are scored in the normal manner.

14.) **Last Batter:** After the last batter has hit the ball and all action ceases, teams will then change positions (starting in the 4th inning).

15.) **Continuous Batting Order:** Each team hits with a continuous batting order. ANY PLAYER BATTING OUT OF ORDER WILL BE CALLED OUT.

16.) **Completion of Innings:** The first three (3) innings will be three (3) outs or five (5) runs constituting a complete inning.

 The remaining innings will consist of 3 outs or 10 batters have batted, an inning is over (9 batter if that is all they have for game). When the 10th batter of an inning is about to hit, it will become the offensive team

manager's responsibility (or representative) to declare "last batter" to the umpires prior to the ball being batted fairly. Failure to do so will negate any runs scored. The batting order will pick up where it left off from the previous inning. If a player shows up late, he or she automatically goes to the bottom of the lineup.

17.) **Players Positions:** **Pitcher** takes position on mound, even with or behind coach, and must remain until ball is hit. **Catcher** takes position behind home plate and must remain until ball is hit. **All players are in the infield position**, with the **4 players** in the outfield beyond the dirt infield. **Outfielders** must stay behind the dirt infield. Outfielders may not tag a base or a runner. Infielders may play as far back as they wish, even beyond the dirt infield, but may not play up closer to the batter than a step behind the baseline, unless fielding the ball.

18.) **Mandatory Playing Time:** Every player must play 2 innings (six outs) in the field before being substituted.

19.) A minimum of 8 players will be required to start and/or finish a game.

20.) **Timeouts:** Only 1 time out per team per inning; time out can only be called by the head coach.

 All time outs will be called by the umpire in the following manner: when the ball is under control in the infield and no play is being attempted on any runner, the umpire will call time. A runner cannot advance unless over halfway between bases (umpire's judgement call). The infield will be considered from the base path toward home plate.

21.) **Coaches:** One defensive team coach will be allowed on the field to help direct his team. He must stay in the outfield area behind all players until play is stopped; failure to do so will result in an obstruction call on the coach and runners will be awarded 1 base each.

22.) **Assisting Runners/Fielders/Batters** Coach must stay in coach's box and may not assist runner in any way. Violation of this rule will result in runner being called out. Coaches are not allowed to stand behind the backstop and yell instructions to fielders or batters.

23.) **Suspended games:** Suspended games will be continued, time and weather

permitting.

24.) **Line-Up Sheets:** The coach must turn the official list of players in to the scorekeeper 10 minutes prior to starting time. Players arriving after this time will only be added to the bottom of the line-up. This must include the batting order, the first and last name of each player and his jersey number. It must also be noted if a player is absent. Also, disciplinary action (see coaches Rules #13, Page 7) must be written on bottom of the batting order with the player's name. Also, see Coaches Rules #15, Page 7. Once a coach turns in the line-up, the only changes that can be made will be done by the scorekeeper. Example: Players that come in late or that are not present.

25.) **Adding Late Players:** After the game has started, late players can be added to the bottom of the line up only with the approval of the official scorekeeper.

26.) **WRPR Umpires:** All umpires for all games are representatives of the Warner Robins Parks & Recreation Department. Their decisions in all matters are final. There will be NO protested games. All decisions will be decided on the spot. Scorekeepers are also considered umpires only when officials ask for help on call.

27.) **Slung Bats:** If in the judgement of the umpire the player slings his/her bat-one warning per game will be given to that player. On the second offense he/she will be called out. The ball will become dead immediately and all runners will return to the base they occupied.

28.) **Mandatory Playing Time:** Every player must play 2 innings (six outs) in the field before being substituted.

Pitchers Regulations for Coach Pitch:

1- Starting pitcher for each inning must pitch the entire inning unless injured.

2- Pitcher must remain in the pitching area after the ball is hit. If in the opinion of the umpire, the pitcher aids the runner or runners or obstructs the defensive team from making a play, the lead runner will be called out.

3- Pitcher may not instruct batters or runners in any way. Pitcher will be warned on the first offense and on the second offense he/she will be removed from the mound.

4- If the ball hits the pitcher, a no pitch will be called and batter will be awarded another pitch in its place.

POST SEASON TOURNAMENT PLAY:

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a one game playoff will be held to determine place in standings. The one game playoff will be used only in determining whether a team makes it into the tournament. Teams that are tied but are in the tournament, we will flip a coin to determine placement in brackets. WILDCARD games do NOT count in the standings.