



## **PJL 8UG Coach Pitch PJL Softball Park Rules**

### **Equipment and Attire:**

- Bats permitted are USSSA or USA stamped bats that are not on the banned bat list with Perfect Game.
- Cleats should be rubber spikes only.
- All batters need a batting helmet. Face masks on batting helmets are required, but chin straps are not required.
- All fielding players are required to wear a face mask (infield and outfield).
- Catchers must wear full catcher's gear.

### **General Rules:**

- Home team is responsible that the field is chalked properly prior to the game and is also responsible for keeping up with the official paper scorebook located in the field house.
- Away team of the last game for the day drags the field at the conclusion of the game and is responsible for getting someone to run SingleScore for the Scoreboard. Instructions are located in the field house.
- Coaches are responsible for ensuring the lights are turned on when needed for your game.
- Coaches are responsible for adhering to the coaches code of conduct.
- Coaches are responsible for ensuring that parents are adhering to the parental code of conduct.
- The umpire on the field has the final say in all calls on the field.
- Once the game schedule is out, then it is set. There will be no rescheduling of games at the coach's request, unless something is worked out with all of the other coaches involved and communicated to the director.
- Reschedules are only allowed if reported at least 24 prior to the game time. After 24 hours, it will result in a forfeit.
- Rainouts will be rescheduled to the next available date and time. A complete game will be called if there are 3 complete innings.

### **Game length:**

- Games will be booked on a 1.5 hour time slot in the scheduling system. Games will be 1 hour and 15 minutes long, with the start time that is announced by the umpire.
- The game will end after 6 innings total or if time has expired at 1 hour and 15 minutes, then the game will end once the inning is complete.
- Run rule: 11 after 4, 6 after 5
- Both home and visitor coaches must verify and sign the scorecard after the game before leaving the field.

### **Field set up:**

- There will be a 10' diameter pitching circle drawn, with the middle of the circle being 42' from the point of the back of home plate.
- There will be a chalk line 35' from the point of the back of home plate for the Coach-Pitcher to pitch from.
  - (The pitching rubber is already set at a distance of 35 feet on Field 2. So that will suffice.)

### **Game Play:**

- A team may start and finish a game with 8 players
  - The 9<sup>th</sup> batter's slot will result in an out
- If a team only has 7 players, this will result in a forfeit for that team. There will be a 10 minute grace period to allow the 8th player to show but the time will count as game time. If the player doesn't show, the score will go down as 7-0.
  - Forfeits must be told to the Coach Pitch Softball Director by 4:00pm of the day of the game.
- An inning is over when either
  - the offense scores 5 runs
  - the defense records 3 outs
- Batting line-up is continuous, all players will bat.
  - Late arrivals must be added to the bottom of the lineup
  - Batting order must remain the same for the duration of the game.
- Slings a bat
  - Each team will receive one warning per game.
  - All other batters will be called out for the duration of the game if any player slings the bat.
- Runners must slide, give up, or go around at all bases including home plate where a play is being made. We strongly encourage coaches to teach their players to always slide into home plate.
- Catchers are allowed to make a play on the ball after it is hit.

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**Defensive Coaches:**

- Two defensive coaches may be on the right field and left field sidelines in foul territory during a game. No defensive coaches may be in fair territory or on the infield foul lines.

**Pitching coach:**

- Must be 18 years old
- The pitching coach must pitch at a minimum with at least one foot touching the 30 ft line. Pitcher must remain in a direct line between home base and second base
- Pitching coach shall not verbally or physically coach the batter while on the mound with the ball in hand to pitch
  - 1<sup>st</sup> offense: warning by the umpire
  - 2<sup>nd</sup> offense: pitching coach removed from the game (sit in dugout)
- Pitching coach must exit the field opposite the direction of the ball when it is hit into play
- If the pitching coach is hit, obstruction will be called
  - 1<sup>st</sup> offense: warning by the umpire
  - 2<sup>nd</sup> offense: coach not allowed to pitch for the remainder of the game
  - In the umpire's judgement, if the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners advance. The ball is dead and no pitch is declared and no runners advance.

**Pitcher player:**

- Must start with one foot inside the pitcher's circle before the pitch
- Shall not leave the pitching circle until the ball is hit
- If the pitcher player leaves the circle too early, the play continues if the ball is hit. After the play has ended, the offensive team has the option to take the result of the play or declare a no pitch and the batter returns to the plate.
  - 1<sup>st</sup> offense: warning by umpire
  - 2<sup>nd</sup> offense: removal of the pitcher player from that position for the remainder of the game. She may play any other defensive position
- May not run down a runner between home and 1<sup>st</sup> base unless the hit takes him in that direction. (ie-ground ball down the 1<sup>st</sup> base line)
- May run down a runner from 3<sup>rd</sup> to home
- No under-handed throw/roll of the ball is allowed as an attempt to make a defensive play. If so the runner will be declared safe.

**Batting:**

- There is no infield fly rule
- There is no advancement on a dropped 3<sup>rd</sup> strike
- No slashing (fake bunt, pull back, full swing)
- No head first sliding
- No intentional walks
- No slinging of the bat

**Pitches per batter:**

- 5 pitches or 3 strikes from a coach pitcher. Unlimited foul balls after the 5th pitch or 3rd strike

**Courtesy runner:**

- may only be used for the catcher.
- must be the batter who made the previous out

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#### **Baserunner:**

- May not leave the base until contact is made with the ball. Leaving early will result in:
  - 1 team warning
  - all following leave early runners will be called out

#### **Stopping play:**

- In order to stop play, the defense must stop the lead runner
  - If the lead runner is prevented from advancing, trail runners may only advance if they do not stop running and continue to the next base (ie-runner may not "run through" 1<sup>st</sup> base, then return to the base, STOP, and then advance to 2<sup>nd</sup> base)

#### **Catchers:**

- Must wear full catcher's gear.
- Catcher must stand back behind the batter's box
- Catchers can make a play on any ball.
- Catcher position must be filled.

#### **Defensive players:**

- 10 defensive players allowed on the field.
- 4 outfielders allowed, and they must play in the outfield grass.
- Only the Pitcher-Player may be within 40 ft of Home plate.

**Any questions on the rules should be relayed to the Coach Pitch Softball Director or the Head Umpire in Charge prior to games starting. During games, the umpire on the field has the final call on all rules. If escalation is needed, the umpire can reach out to the Head Umpire in Charge. Coaches should not call the director or head umpire during any games.**

**Coach Pitch Softball Director: Andrew Griffin 478-230-6919  
Head Umpire in Charge: James Plaxico 478-808-1899**