

Rome-Floyd Parks and Recreation
8 & Under (7/8 YR) GIRLS COACH PITCH RULES
Regulation Rules

Age Control Date: Age Prior on or before September 1st of Current Year

Girls Coach Pitch Softball leagues are for instruction and teaching of fundamental softball skills. It emphasizes the development of teamwork, good sportsmanship, and fun. Players are exposed to active pitching by the means of the coach pitching the ball.

SECTION I - GOVERNING RULES

A. The governing body of the 8U Softball Girls Coach Pitch program will be composed of the Rome-Floyd Parks and Recreation. Any rules not covered by the Recreation Department will be covered first by the Georgia Recreation and Parks Association, then by Georgia High School Association rules.

SECTION II - FIELD SPECIFICATIONS

BASES 60 FT COACHES AT 35 FT

SECTION III - PLAYER EQUIPMENT & UNIFORMS

- A. Shoes are mandatory. Steel spikes are not allowed.
- B. Check www.usasoftball.com for a complete and up-to-date list of legal bats.
- C. Catchers must wear full protective equipment including mask with throat protector, protective cap, chest protector, shin guards. All players must be in proper uniform to play.
- D. No jewelry may be worn.

SECTION IV – RULES

A. PITCHING

- a. An offensive coach will pitch to his/her own team.
- b. The coach may only coach the batter until she reaches (1st) first base or after she leaves (3rd) third base. (Penalty: The coach will be replaced after the second occurrence for the remainder of the game.)
- c. The player playing in the pitcher's position must wear a facemask.
- d. The pitching coach may pitch anywhere from outside of the (20) foot foul arc and the pitching circle.
- e. The pitching coach may not cross the foul arc or enter the pitching circle (while pitching)
- f. The pitching coach must keep one foot on or straddle the pitching line.
 - i. *PENALTY: For not standing or kneeling on or astraddle the pitching-line, a warning will be given first, if it happens again the defensive team gets the choice of the play or negate the last pitch thrown.*
- g. The pitching coach must pitch under-handed and may be without arch, but with moderate speed. (Any batted ball that hits the pitching coach will be a dead ball and called a no pitch).
- h. If the pitching coach intentionally allows the ball to hit him/her – penalty: batter is out – Umpire's Judgement. No runner may advance.
- i. The pitching coach must attempt to avoid inference and try to pick-up the batter's bat provided he/she does not interfere with the play.
- j. If the offensive coach (pitcher) does not attempt to get off the field and/or interferes with the defensive player to keep him/her from making a play will result in the batter being called out. No runner will advance.
- k. The pitcher may pitch anywhere from in front of the 20-foot foul arc to the pitching circle.
- l. He/she may not pass the foul arc
- m. He/she must keep one foot or knee on or astraddle the pitching-line.

B. OFFENSE

- a. After (1) one warning per game, per player for slinging her bat, the batter will be out, a dead ball called, and no runner advance.
- b. Batters will receive (5) pitches. Batter will be called out on (3) swinging strikes.

- c. If (5th) fifth pitch is fouled, she may continue to bat.
- d. If (5th) fifth pitch is fouled and caught it is an out.
- e. If 5th fifth pitch or (3rd) third strike is bunted the batter is out.
- f. No bunting allowed.
- g. If batter squares to bunt and then swings, she will be called out; this will be umpire's judgment.
- h. No stealing is allowed.
- i. Any runner is out when she does not slide or attempt to avoid the fielder who has the ball in the proximity of the base and is waiting to make a tag or if they maliciously run into a fielder.

C. DEFENSE

- a. No intentionally rolling the ball will be allowed.
- b. The infield fly rule will not be in effect.
- c. Only (10) players on the field (6) infielders (including catcher and pitcher) and (4) four outfielders.
- d. The defensive player listed as a pitcher will stay in the (10) foot circle until the ball is hit. The player/pitcher may have (1) one foot outside the circle. (Penalty: offense gets choice of the play of no pitch).
- e. The ball remains live until the lead runner has been stopped from advancing or in the judgment of the umpire, all play has ceased.
- f. If a player is injured by being hit with a batted or thrown ball, time out will be called immediately. Bases will be awarded/out(s) will be called at the umpire's discretion based on each individual situation.

SECTION VI - SPECIAL RULES & PROVISIONS

- A. Each team will be allowed (5) adults in the dugout; one manager and four coaches. Only registered players and volunteers will be allowed in the dugout during games. Any coach or volunteer without a RFPRD issued ID badge will be asked to leave the dugout area
 - a. Offense Coaches: Coach Pitcher, 1st Base Coach, 3rd Base Coach, Coach behind Homeplate
 - i. The coach behind Homeplate is ONLY allowed to return a dead ball to the pitching coach.
 - ii. The coach behind Homeplate will stand at the backstop
 - iii. This coach is required to remove themselves from the area of play. If in the umpires' judgement, this coach interferes with a live ball (foul ball, but not limited to) the batter will be ruled out.
 - b. Defensive Coaches: Two (2) coaches that are required to stand behind the outfield players.
 - c. Once the game begins, coaches are required to be in designated coaching areas on the field or in the dugout. Coaches cannot leave the dugout once game begins. Once a coach leaves the dugout during game they may not return to coach that game.
- B. Playing Requirements
 - a. All players in attendance will be listed on the batting order and will bat accordingly.
 - b. There is a maximum of five (5) runs per inning, per team.
 - c. Players may not be substituted in the batting order. Players that arrive late will be placed at the end of the lineup for the duration of the game.
- C. Game Length
 - a. First night of the evening will have a ten-minute (10) grace period for teams under the require number of player to begin.
 - b. Games will last 6 innings or 1 hour/5 minutes (65 minutes); whichever comes first.
 - c. Games will conclude if the clock reaches "o" and the home team is winning in the bottom of the inning.
 - i. If the home team is at bat when the clock expires, the batter will finish his/her at bat.
 - d. No new inning will start once the game clock reaches "o" unless the score is tied.

- i. Extra Innings - 1 extra inning is played utilizing the International Tie Breaker rule: the last scheduled batter will be placed on 2nd base.
 - e. If a team is mathematically eliminated, the game should continue under the following scenarios:
 - i. Time is remaining on the clock
 - ii. All players have not received an at bat
- D. Game/Site Officials
 - a. There will be one umpire and one scorekeeper.
 - b. Umpires and/or supervisor will eject any coach, player or fan from the game or vicinity of the game for misconduct. Failure to leave results in forfeiture of the game. Any coach that is ejected from one game will be suspended from one game. Suspended coaches are not allowed in the park. If a coach is ejected from two games he/she will be suspended for the remainder of the season.
 - c. Game/Site Supervisor is present at every playing site.
- E. League Awards
 - i. No Tournament
 - ii. Awards will be given to the team with the best record and runner up at the end of the season.

SECTION VII - PLAYERS & SPECTATORS CONDUCT

- A. Any player, coach, or spectator acting in an un-sportsmanlike manner or in any way that could prove detrimental to the league will be subject to disciplinary action by the Recreation Department.
- B. There will be no hollering or harassing at the players on the opposing teams by parents, managers, players, or coaches. If a manager cannot control this situation; the game will be awarded to the opposing team. The person or persons violating this rule shall be suspended for the following game. (This is a decision made by the umpires or the Recreation Staff present).
- C. It is the parent's responsibility to make sure their son or daughter attends all practices and games. **Any child who misses 2 (or 50% of scheduled practices) consecutive practices or games can be benched by the coach for one game with the approval of the league coordinator. Any child who continuously misses practices or games will be dismissed from the team by the league coordinator.** It is the coach's responsibility to notify the Recreation Department of any child's missed games or practices.
- D. No alcoholic or tobacco products will be allowed at any of the Rome-Floyd Parks and Recreation facilities.

*****Any adult who feels he or she cannot enjoy coaching under these rules and regulations should in all fairness to him and the players withdraw from the program.**

The Rome-Floyd Parks and Recreation Department wishes to thank all of our volunteer coaches for their time and effort this season.

**For schedules, rules and any other updates please visit
www.teamsideline.com/rfpra**