

A. Coach Pitch Girls 8/under (updated 2019)

1. Ages: 8 years old and under
2. Base paths: 60 feet
3. Pitching Distance: 35 feet
4. Pitching Circle 8 ft. radius around the pitcher's plate.
5. Infield Safety Arch 27 ft. from Home Plate.
6. Regulation Game: 6 innings, **time limit 1 ½ hours**
7. This age group will use an 11 inch fastpitch softball per ASA Rule Book.
8. Catchers must wear face mask, throat protector and chest protector. Batting/Running helmets with legal face masks are required.
9. Defensive Positions: 6 infielders and 4 outfielders, 10 players, all bat. At the start of each pitch all infielders except the catcher shall be positioned behind the Infield Safety Arch, all outfielders shall be positioned in the outfield and the player-pitcher shall take a position within the 8 ft. pitchers circle and shall not take a position directly in front of the coach-pitcher. Unlimited defensive substitution for any players on the field. This means a player from the bench can replace a fielder without checking in with the official scorekeeper. Outfield starts at grass.
10. Coach-Pitcher shall pitch the ball in an underhand motion to each batter of his/her team. At the umpire's discretion he/she may allow the coach-pitcher to move forward from the pitching rubber to a position that will allow them to deliver a hittable ball to the batter. A coach must limit coaching to the batter only while on the field pitching.
11. The plate umpire will call five (5) pitches or 3 swinging strikes to each batter. If final pitch to bat is foul, batter will continue until a fair ball is hit or struck out.
12. No balls will be called on the batter. No walks are permitted and there will be no infield fly rule.
13. A player must take a full swing at the ball. No bunts will be allowed.
14. Base Stealing: Not allowed including home. A player must stay tagged to the base until the ball is hit. (Penalty: This is a dead ball and the runner is automatically out.)
15. Coach must start with 1 foot on rubber when pitching.
16. "TIME"- When an infielder has control of the ball inside the baselines, and they are not trying to make a play on a runner, he umpire should call time. Fields will be marked with a "T" to distinguish infield and outfield.
17. Inning: Each team on offense will be allowed 6 runs or 3 outs at which time the teams will alternate offense and defense.
18. Hash marks will be placed on the field halfway between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home plate. Base runner will be awarded the base ahead of them if they have passed the hash mark when time is called. Otherwise will be sent back to the base they just left.
19. An overthrow at 1<sup>st</sup> or 3<sup>rd</sup> base involving a play on a base or batter runner and the ball enter foul or dead ball territory. Effect all runners, including batter-runner will be awarded one base, and the award will be governed by the positions of runners when time is called. Placement of the base runners occupying the same base or baseline will be based on the lead runner, unless forced to advance by the batter-runner.
20. All players that report for the game will be placed in the batting lineup. No change in the batting order is permitted with the exception of injury beyond that ability to continue to bat. In this case, the injured player is out of the game and their place in the batting order is skipped. If the injured player returns to the game, she resumes her regular batting position. If players show up late to a game they are placed at the bottom of the batting order with no penalty.

21. Run Rule: When a team is ahead by more runs than the other team can score the game shall be called. Example: Team A is ahead by 7 and Team B only has one more at bat then the game is over.
22. Coach-Pitcher Interference: The coach-pitcher interference occurs, the ball will be declared dead. Effect: All runners will return to the last base occupied. Placement of base runners occupying the same base or base line will be based on the lead runner, unless forced to advance by the batter-runner. The umpire may remove the coach-pitcher from the game for repeated offenses after a warning.
23. No steel cleats allowed.