

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2017 COACH PITCH LEVEL RULES

(Second and Third grade Instructional)

Official rules of play shall be PIAA (Pennsylvania Interscholastic Athletic Association) rules, which can be found at www.piaa.org

Amendments to PIAA rules are as follows:

General Rules

1. Eligibility

- a. **First Graders who have played one year of Tee Ball who are capable of hitting a pitched ball thrown by the coach. They should also be able to catch and throw the ball properly at a basic stage. Second or third graders playing their first or second year who can hit a pitched ball thrown by the coach but are not ready to play at a more advanced level. If a hitting Tee is required the player is NOT ready to play at this level.**

2. Game times

- a. Weekday game time is 6:00 PM. Saturday game times begin at 11:00 AM. Exceptions are permitted and will be indicated on the schedules.

3. Length of game and minimum playing time of player.

- a. Each player must play at least three (3) innings in a five (5) inning game or two (2) innings in a four inning game.
- b. Five (5) innings or no new inning may start after 1:45 minutes, with a minimum of four (4) innings being played. If the visiting team is batting at 1:45 the game ends and reverts to the last completed inning. If the home team is batting they will complete their at bat.
- c. A league warning will result upon the first offense of not playing all players.

4. Complete games

- a. In the event of bad weather or darkness, a game will be considered complete after two and one half (2½) innings if the home team is winning and three (3) innings if the visiting team is winning.

5. Dimensions

- a. Length of bases shall be fifty-five (55) feet.
- b. Pitching rubber shall be located thirty (30) feet from the back point of home plate

6. Equipment

a. Balls

1. The home team shall supply one new ball and one backup ball for each game.
 - a. An eleven (11) inch optic yellow Incredi-Ball shall be used for play.

b. Bats

1. All bats must be 2004 ASA or BESR certified softball bats.
2. Second/Third Graders are EXEMPT from this rule.

c. Helmets

1. Batters and base runners must wear protective helmets with attached facemasks and chin straps.

d. Pitching Facemasks

1. Pitching facemasks shall be required.. All teams are required to have one pitching face mask available.

e. First Aid Kits

1. All Coaches are required to have a first-aid kit available at all practices and games. A pair of rubber gloves must be available at all games.
 - f. Use of the double first base is required
 - g. Hit sticks may not be used during games.
 - h. Metals cleats may not be worn.
7. Rosters.
- a. Minimum size
 1. Minimum of 9 unless exception is approved by league board.
 - b. Minimum players needed for game is seven (7), at which the team will be assessed an automatic out in the eighth (8th) batting position. No automatic out will be charged provided there are eight (8) players in the line-up. If there are less than seven (7) players, the offending team will FORFEIT the game to the opposing team. The opposing team may furnish the needed seventh (7th) player. No forfeit shall be declared in this instance. This should be done if at all possible.
 - c. Bringing up of players.
 1. A player must be brought up from one age level below (K/1) if a team knows they will have only eight (8) players or less for a regular scheduled game.
 2. A player may be brought up as the ninth (9) or tenth (10) player. If brought up as the tenth (10) player, all ten (10) must play an equal number of innings..
 3. Any player who is brought up is NOT eligible to pitch.
 4. No player is eligible to be brought up if her regular team has a game scheduled at the same time.
 - d. Game rainouts, cancellations & make ups
 1. All rainouts and cancellations must be replayed by the first Sunday following the date of the cancellation. In the event of two rainouts/cancellations in the same week, the second game must be made up by the second Sunday following the date of the second cancellation.
 2. Failure to follow this rule will result in the offending team being charged with a forfeit or being fined \$25.00 at the league's discretion, or both for repeat offenders. The league will have the option to reschedule the game.
 - e. Scorekeeping
 1. Scores will be kept by both teams
 2. The winning team is responsible for submitting the scores to the statistician. Players playing up shall be submitted for each game as well.
 3. Failure to send the information to the statistician within twenty-four (24) hours will result in a five dollar (\$5.00) fine, payable at the next league meeting.
 - f. Infield fly rule
 1. Infield fly rule does NOT apply.
 - g. Player Qualification
 1. This level is designed for first year 2nd. graders and 3rd grade girls whose skill levels are significantly behind the curve and 1st graders who have played one year of Tee Ball and are ready for a more stimulating level of play. **All players should be able to hit a pitched ball and should not be dependent upon a tee.**

Pitching.

1. A player **may** play the pitcher position, and will pitch with a maximum of 4 balls allowed per batter, and then the coach shall resume pitching to the batter. The coach shall pitch the entire game the first six games of the season. **A batter will be given a maximum of 3 strikes. It is NOT mandatory that a player must pitch.** Teams will use their own discretion on whether a coach pitches or a player pitches. One team may use a player pitching and the other may use a coach to pitch. Coaches will pitch to their own players.

- a. No walks will be allowed, either the batter puts the ball in play or strikes out
- b. The pitcher will be allowed a maximum of three warm-up pitches prior to the start of each inning.
- c. Any new pitcher, regardless of when she enters the game will be allowed a maximum of five (5) warm-up pitches.
- d. All eligible pitchers must currently be in 2nd & 3rd grade. Any player held back from fourth (4) grade is NOT eligible to pitch.
- e. **Starting with game seven (7) 2 innings per game may be pitched by a player.**

Batting

1. A running batting order that includes all players present shall be used.
2. A player arriving late shall be added to the end of the batting order.
3. An inning shall end when three (3) outs have been or a maximum of nine (9) batters have batted-
4. The pitcher will be given six (6) pitches or four (4) balls after which the coach will step in and complete the at bat. There shall be no walks allowed. Bunts are permitted with a maximum of one attempt per inning. A given player can only attempt one bunt per game. Once a batter has shown a bunt, she may not withdraw their bat and swing at the ball. The batter shall be declared out should this occur.
5. In the event a team has seven (7) players at the start of a game, they will be charged with an automatic out at the end of the batting order. A player arriving late shall take the place of the automatic out and shall be able to enter the game immediately.
6. If a team can field eight (8) players, there will be no automatic out.
7. In the event a player leaves the game early due to illness or injury, no automatic out is applied. Should the eighth (8th) player leave the game for any other reason other than injury or illness, that team will be charged with an automatic out in the player's batting position. Should a player leave a game due to injury, she may return at any time and will be put back into her original position in the batting order.
8. The strike zone shall be from the ~~chin~~ to the bottom of the knees and shall include the white and black portions of the plate.
9. A player that is struck by a pitched ball will have to option of being awarded first base or completing their at bat.
10. A batting Tee is not to be used at this level. In the event an organization IS NOT fielding a Tee Ball team and first year players are placed at this level league permission must be given in order to use a batting TEE for these players.

Base Running

1. Play is stopped when the ball is under the control in the infield by the infielder, or when an out is made. **A 2/3's line shall be placed 18' 4 " before home plate, third base and second base. The line shall be no longer than 2 feet and no wider than 2".**
 - a. If a runner is two-thirds (2/3's) of the way to the next base when the ball comes under control of an infielder the runner may proceed to the base.
 1. If a play is made on the runner and she is put out she is out.
 2. If no play is made or a play is made and the runner is safe she is entitled to the base.
 3. All preceding runners are allowed to proceed to the base they were attempting to achieve as well.
 - b. If a runner is NOT two-thirds of the way toward the next base she must return to the preceding base. All trailing runners will return to their preceding bases as well.

1. If a play is made on the runner and she is put out she is out.
2. If a play is made on the runner and she is safe she must return to the preceding base. All other runners will return to their preceding bases as well.
3. If no play is made on the runner she is to be returned to the preceding base. All other runners must return to their preceding bases.
2. Stealing is not allowed. All runners must remain on the base until the ball is hit.
3. Sliding is encouraged, but the runner will not be called out if she does not slide.
4. There will be no advancement on overthrows.
5. There will be no advancement on a dropped third strike.
6. No pick off plays will be permitted.
7. Courtesy runner **MUST** be used when the catcher is on base and there are two outs. The courtesy runner will be the last person to make an out.

Defense/Fielding

1. A maximum of nine (9) players may play the field at one time. The outfielders must be positioned a minimum of fifteen (15) feet behind the baseline. The positions are as follows: Pitcher, 1st, 2nd, 3rd. basepersons, shortstop and 3 or 4 outfielders. An adult may catch, that will be optional. **Force plays will be allowed at the plate.** There will be **no tag** plays allowed at the plate. If a player catches an adult shall stand behind her and in order to retrieve missed balls. The adult shall throw the balls directly back to the pitcher. An adult shall ensure that the catcher is ready to take the field immediately upon completion of the team's at bat.
2. Outfielders cannot cover a base at any time for a putout.
3. Play ceases when the ball is in control of an infielder (See Base running)
4. Players are to be rotated in their playing positions. All players must play a minimum of one (1) inning at an infield position within the first four (4) innings of each game.
5. At the start of each pitch and until the pitcher releases the ball, each infielder shall be in their assigned playing position, which cannot be more than 5 feet in front of the base bag. Failure to comply will result in a warning, and then the offensive team will have a choice of the result of the play or the pitch being declared a ball.
 - a. Exception: Infielders may leave their assigned position when a better has committed to bunt
6. There will be no pick off attempts.
- 7 **An adult (coach/parent) shall be positioned as the catcher.** They shall call balls and strikes
8. Fielders are not permitted to stand in the baseline at the start of each pitch. This rule applies only when runners are on base, or going to the affected bases.
9. There will be NO infield fly rule.
10. One defensive coach may be on the field but must be located behind the infielders.

Post Season

The league **will consider** holding something for this age level after the season.

Game Conduct

1. Coach and Player Conduct
 1. Any coach or player ejected from a game is automatically suspended from their next game. The ejected person will not be allowed to participate, coach or attend the game.
 2. Assistant coaches will be confined to coaching their own team's players. They **MAY** address the other team's players for instructional purposes only. They may not address umpires or opposing coaches for the purpose of disputing a call. Penalty will be expulsion from the game.