

Eastern Lehigh Valley Softball



2018 Official Playing Rules

EASTERN LEHIGH VALLEY SOFTBALL LEAGUE

2018 COACH PITCH LEVEL RULES

(Second and Third grade Instructional)

General Rules

1. Eligibility
 - a. First Graders who have played one year of K/1 and second and 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 should 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. No player shall sit consecutive innings defensively. It is highly recommended that half of a player's defensive innings are in the infield. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.
 - 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 three (3) full innings. If the teams want to come out and finish the game we encourage it.
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 or Wilson Soft Compression ball shall be used for play.
 - b. Bats
 1. All bats must be 2004 ASA or BESR certified softball bats.
 - 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 opposing team may furnish the needed seventh (7th) or (8th) players. No forfeit shall be declared in this instance. This should be done if at all possible. We don't want any forfeits, we want the games played.
 - c. A catcher may be used during the season as long as there is a coach/parent behind them to throw balls back to the pitcher.
- d. 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.
 - e. 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 because we don't want any forfeits, all games should be played.
 - 3. The home team is responsible for submitting that the game has been played to the statistician. No scores will be kept.
 - 4. 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.

Pitching.

- a. The coach shall pitch the entire game for the first six games of the season. A player **may** play the pitcher position. Coaches will pitch to their own players. No walks will be allowed, either the batter puts the ball in play or strikes out. **A batter will be given a maximum of 3 strikes.**
- b. Starting with game seven (7) two innings per pitcher per game can be pitched by a player. The player will pitch a maximum of 4 balls (a walk) per batter, then the coach shall resume pitching to the batter. The coach shall pick up the count where the pitcher left off. No walks will be allowed, either the batter puts the ball in play or strikes out. **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.

- c. Any new pitcher, regardless of when she enters the game will be allowed a maximum of five (5) warm-up pitches and a maximum of three warm-up pitches prior to the start of the second inning she pitches.
- d. All eligible pitchers must currently be in 2nd or 3rd grade. Any player held back from fourth grade is NOT eligible to pitch

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 made or a maximum of nine (9) -batters have batted. When the 9th batter comes to bat the team will notify the other coach.
4. The pitcher will be given four (4) balls (a walk) 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. 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.
6. A player that is struck by a pitched ball will have the option of being awarded first base or completing their at bat. A hit pitch will be considered if the batter is directly hit by the pitch or a ball bounces once and hits the batter.

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 ten (10) players may play the field at one time. The outfielders must be positioned a minimum of 1 step into the grass in the outfield. 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 must 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 batter 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 and throw balls back the pitcher.
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. Two defensive coaches may be on the field but must be located behind the infielders.

THINGS TO KEEP IN MIND

- Make the game important to the girls. They will respond in kind.
- Have the girls arrive a minimum of 30 minutes before the game. Have them take warm-ups to prepare themselves for the game. If you make the preparation important the game will be even more important.
- Concentrate on teaching the fundamentals, particularly throwing and catching the ball. It's imperative that these two skills be learned. A girl can't progress in learning the other skills until they can throw properly and catch the ball.
- Keep up the level of enthusiasm. Cheer your opponent as well as your own team. Get the adrenalin flowing. Girls who leave with enthusiasm will return with enthusiasm.
- Positive reinforcement is the key. Have a lot of patience. Remember, they know absolutely nothing about the game. If they learn that it's fun from you, it'll be fun. Remember, the girls must have fun.
- Every girl needs to think that's she's important and that she belongs (so do we). Every girl needs a "win", good throw, good catch, good hit, etc.. Cheer her accomplishments and have her teammates do so as well.
- Be cognizant of the tone and volume of your voice. You don't want to scare some of the girls. Be aware of their reactions when you speak to them.
- Play little games with them. Challenge them to see if they can make 3 outs before the other team has batted all of their batters. When accomplished, challenge them to do it a second time.
- Make it fun. If it's not fun they won't be back. Don't take things too seriously and remember they will feed off of your attitude. Be well organized, keep things moving.
- Make up your line up and batting order before the game. You can always adjust if someone doesn't show up. Have the girls sit in batting order so they are ready to go.
- Have numerous coaches to assist. This will keep the girls motivated and ready to go. You can break down into numerous stations. If you are having a great practice you can go longer.
- Make sure your girl's hustle on and off the field between innings and at practice going out to their positions.

INSTRUCTIONS

- **Play all the games.** It's a very short schedule.
- Cancel as few games as possible. Remember, once you've given the schedule to your parents they make their arrangements around the games. If you move too many games it's not fair to the parents.
- **Check with your coordinator** to make sure the **field is available** on your scheduled home dates. The other age levels have started and it's possible games have been moved on the field you are using.
- In the event of rain call the opposing coach a minimum of 1 ½ hours prior to scheduled game time in order to cancel the game. Reschedule the game as soon as possible.
- The schedule and directory will be posted on the league's website. The website is elvsoftball.org
- If you have any rule questions please email or call the 2/3 Instructional Statistician.
- **The Home team is to notify Ray Zellner, your statistician when the game has been played. Also, any issues and problems with games or other coaches, Ray is to be notified immediately.** r.zellner@verizon.net

[Click Here to Post that your Game has been Played](#)

- All contacts with opposing coaches are to be DIRECT VERBAL contacts. DO NOT make any game changes by email or voicemail. Doing so is a recipe for disaster. If you want to email in advance, make sure you get confirmation, if not call the coach and make sure you speak.

IF THEY ALL RETURN NEXT YEAR YOU'VE DONE YOUR JOB VERY, VERY WELL. WE DON'T WANT TO LOSE ANYONE BEFORE THEY'VE HAD THE OPPORTUNITY TO LEARN AND ENJOY THE GREAT GAME OF SOFTBALL!