



ELV Softball

Eastern Lehigh Valley Softball League

2022 COACH PITCH PLAYING RULES

→ General Rules

- 1) Eligibility** – All Second & Third grade girl's who reside in your town/township. If you don't have enough for a Tee Ball team younger girls can play at this level depending on age.
- 2) Game Times** - 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 players.**
 - A. Five (5) innings or one hour and thirty (1:45) minutes. No inning shall start after 1:45. If time permits you may play a sixth inning. If the visiting team is batting at 1:45 the game is over. If the home team is batting they will complete their at bat.
 - B. A running batting order consisting of all the players is mandatory
 - C. Each player must play at least three (3) innings in a five (5) inning game or two (2) innings in a four inning game in the field.
 - D. 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.
 - E. A league warning will result upon the first offense of not playing all players.

- 4) **Dimensions** - Length of bases shall be fifty-five (55) feet. Pitching rubber shall be located thirty (32) feet from the back point of home plate.
- 5) **Complete Games** - 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.

6) Equipment

- A. The home team shall supply one new ball and one backup ball for each game. I. An eleven (11) inch optic Incredi-Ball shall be used for play. We strongly encourage the Wilson Soft Compression ball.
- B. Bats
I. All bats must be 2004 ASA or BESR certified softball bats.
- C. Helmets
I. Batters and base runners must wear protective helmets with attached facemasks and chin straps.
- D. Pitching Facemasks shall be **required** for all pitchers. All organizations are responsible for providing at least one pitching facemask per team.
- E. All coaches are required to have first aid kits at all practices and games. A pair of rubber gloves must be available. Individual first aid kits are not required if your organization has a general first aid kit on location. During games the home organization is required to have a first aid kit on location at the playing fields F. Use of the double first base is required
- G. Hit sticks may not be used during games.
- H. Metal cleats may not be worn.

7) Rosters and Bringing Up Players

- A. Minimum size - nine (9) player minimum unless exception is approved by the league board. Maximum size is ten (12) unless an exception is approved by the league board.
- B. Bringing up of players
I. A player must be brought up from one age level below (Tball) if a team knows they will not have enough players for a regular scheduled game.
II. 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. III. No player is eligible to be brought up if her regular team has a game scheduled at the same time.

8) Game Procedures

- A. Game rainouts, cancellations and make ups
I. 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.
- II. 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.

B. Scorekeeping

- I. The Home team is responsible for submitting when the game has been played to the statistician google form.
- II. No scores will be kept

→ **Batting**

A. A running batting order that includes all players shall be used.

B. A player arriving late shall be added to the end of the original batting order. C. An inning shall end when three (3) outs have been made or a maximum of nine (9) batters have batted. When the ninth (9th) batter comes to bat the team will notify the other coach. The last batter and everyone on base normally will run around all the bases.

D. A batter will be given a maximum of 5 strikes swinging or not. If you have a young team and know you will need a Tee for most of the batters, notify the other coach before the game. There will be a limit of **3 strikes**, after the three strikes bring in the Tee. We would rather see the player put the ball in play and have some fun running, than striking out every at bat. The defense will learn and benefit as they will have to make some plays.

E. If a team has a large number of players, they will only bat nine or the number of your opponent, if they have more than nine players. The next inning will start with the tenth batter. We don't feel that it is fair to the teams that have smaller numbers and have to be in the field for an eternity. In the last inning all the players from both teams will bat. **F.** Bunting is not permitted.

→ **Pitching**

A. A player may play the pitching position but is **NOT** allowed to pitch the ball to the batter and is required to wear a facemask.

B. The coach shall pitch the entire game. 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.** After the three strikes bring in the Tee. We would rather see the player put the ball in play and have some fun running, than striking out every at bat. The defense will learn and benefit as they will have to make some plays.

→ **Base Running**

A. The bases are to be cleared once three (3) outs have been made. A runner shall leave the base when called out. **There will be no plays at the plate.**

B. Stealing is not allowed. All runners must remain in the base until the ball is hit.

C. There will be no advances on overthrows.

D. On a batted ball, one (1) base may be achieved on an infield hit and two (2) bases if the batted ball goes into the outfield. This rule applies to existing base runners as well. A play may be made on any batter/runner.

E. Coach should announce the last batter and everyone should run around the bases without contact and plays

→ **Defense/Fielding**

- A. A maximum of nine (9) players may play the field at one time. The positions are the following: Pitcher, First Base, Second Base, Shortstop, Third Base, and four (4) outfielders. The outfielders must be positioned a minimum 1 step into the grass in the outfield
- B. An adult must play the position of catcher.
- C. **Outfielders cannot cover a base at any time for a putout.** If they start in the outfield, they can throw to a base to get a put out.
- D. **Players are to be rotated in their positions.** No Player may play more than a maximum of three (3) innings at shortstop, first base, or pitching positions combined. All players must play a minimum of two (2) innings at an infield position within the first four (4) innings of each game. No player shall sit consecutive innings defensively. It is highly recommended that half of a player's defensive innings are in the infield.
- E. The coaches can use their discretion for safety issues or if a player only wants to play the outfield.
- F. 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.
- G. 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.
- H. There will be no pick off attempts.
- I. There is no Infield fly rule
- J. Two defensive coaches may be on the field but must be located behind the infielders.
- K. If a defensive team gets three outs, they will hustle off the field and bat. Once a defensive team gets three outs for two innings, the remainder of the game will go with the 9 or 10 batter limit. This will really give the girls something to work for on defense and isn't easy to accomplish. Let's reward the defense!

→ **Game Conduct**

- A. Coaches & Assistant coaches will be permitted to coach the other team's players if it is done in a positive manner. They may not address or engage the opposing coaches or players in any negative manner. Arguing a rule is unacceptable. You can discuss a rule or talk with the opposing coaches in a friendly professional manner.
- B. Any parent who steps on the field of play for reasons other than an injury will be ejected from the game.

→ 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. Hitting will come later when the coach pitches at mid-season.
- 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.
 - Remove the batter from first base if she is made out. Some girls will be upset and cry because they think they've failed or done wrong. Use some psychology here and explain that they had a good hit, it's just that the fielder made a very good play.
- 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 lineup and batting order before the game. You can always adjust if someone doesn't show up. Have the girl's 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. One Hour practices are plenty enough time, as long as you have help. 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 of only 10 OR 11 games.
- 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 K/1 Statistician.
- 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.
- **The Home team is to notify your statistician when the game has been played. Also, any issues and problems with games or other coaches.**

IF THE MAJORITY OF PLAYERS RETURN NEXT SEASON, YOU'VE DONE YOUR JOB VERY, VERY WELL. WE DON'T WANT TO LOSE A PLAYER, BEFORE THEY'VE HAD THE OPPORTUNITY TO LEARN AND ENJOY THIS GREAT GAME OF SOFTBALL!

METZGER TOURNAMENT RULE CHANGES/ADDITIONS

General Rules

2. Game Times – Go by Tournament bracket

3. Length of game

Five (5) innings or one hour and thirty (1:30) minutes. No new inning shall start after 1:30

Batting

A. An inning will end when every player on the team bats. Bases will be emptied when three (3) outs are made. When the last batter comes to bat the team will notify the other coach. The last batter and everyone on base normally will run around all the bases.

B. A batter will be given a maximum of 5 strikes swinging or not. No Tee will be used for this tournament.