



# ***ELV Softball***

***Eastern Lehigh Valley Softball League***

## **Coach Pitch Playing Rules**

### **General Rules**

1. Game Times - weekday game time 6:00 PM, weekend game start time will be no earlier than 9:00 AM and no later than 6:00 PM
2. Length of game
  - a. 5 innings or 1hr 30 mins – no new inning shall start after the 1 hr 30 min mark, but once the inning has started it will be played to completion.
3. Scoring
  - a. Scores and standings will not be kept and all game scores will be reported as 0-0
    - i. The home team is responsible for submitting the game played to the statistician
4. Field Dimension
  - a. Base length 55'
  - b. Pitching rubber 35' from the back of home plate
5. Equipment
  - a. Game Balls - the home team shall supply 2 new game balls for each game. The ball for this level is an 11" softee optic yellow softball

- b. Bats - *need to copy the acceptable bat list*
  - c. Helmets – all batters and base runners must wear a protective helmet with attached face mask
  - d. Pitching facemask is required for all pitchers and recommended for other position players depending on comfort level and ability. Each team shall be supplied with one team face mask by their organization
  - e. First Aid Kit – each team must have a first aid kit at all practices and games
  - f. Use of a double first base is required
  - g. Metal cleats may not be worn
6. Rosters
- a. Recommended 10-13 players
  - b. Minimum of 7 players required for a game
    - i. No automatic out will be charged at the bottom of the batting order
    - ii. If a team does not have 7 players, try to borrow players from the other team
  - a. No player will sit consecutive innings defensively; it is highly recommended that half a player's defensive innings are in the infield. Coaches can use their discretion for safety issues or if the player only wants to play the outfield.
  - c. Bringing up players
    - i. A player may be brought up from the age level below if a team knows they will have 8 or less players for a game
    - ii. Any player brought up must play in the game and cannot play more than any regularly rostered players
    - iii. No player is eligible to be brought up if her regular team has a game scheduled at the same time
7. Game Changes
- a. Cancellation due to weather will be made by the coach of the home team no later than 1 hr 30 mins prior to the start of the game and must be communicated to the opposing coach via phone
  - b. Canceled games need to be rescheduled within 3 days of cancellation (but can be outside of the 3 day window to schedule).

### **Batting**

1. A running batting order including all players shall be used
2. Any player arriving late will be added to the end of the batting order
3. If a team has 7 or 8 players at the start of the game, they will not be charged an automatic out at the end of the batting order.
4. If a player leaves the game due to injury or illness the team will not be charged an automatic out when her turn to bat comes up. The player may reenter at any time in her original position in the batting order.
5. The inning will end when all players on the offensive team have batted
6. Each batter will receive 5 strikes (swinging or called) from the coach pitcher. After 5 strikes if the ball has not been put in play, the batter will hit from the tee.
7. Bunting is not permitted

8. If the batter is struck by a pitch, directly or indirectly (hits ground first), the at bat continues
9. One (1) warning per game will be given to each team for throwing the bat. Additional offenses will result in the batter being declared out and runners will be returned to their original positions.

### **Pitching**

1. A player will play the pitcher position, but will not pitch to the batter
2. The coach will pitch the entire game. Coaches will pitch to their own players

### **Base Running**

1. On a batted ball one base may be achieved on an infield hit and two bases if the batted ball goes cleanly into the outfield. This rule applies to existing baserunners as well
2. No advancement on overthrows
3. There is no stealing
4. Baserunners may leave the base when the ball is put into play
5. Runners will leave the base when called out.
6. Bases are to be cleared once three outs have been made.
7. There will be no plays at the plate, but a 'tag' may be applied up the third base (e.g. short hit fielded by pitcher with momentum carrying towards runner coming home)
8. Double First Base
  - a. The defensive team may only retire the batter/runner using the white base when the throw is on or inside the baseline. If the throw is outside fair territory, the fielder may use the orange base

### **Defense/Fielding**

1. There will be 9 defensive players – pitcher, 1B, 2B, SS, 3B and 4 outfielders
2. Players must be rotated to different positions throughout the game
  - a. No player may play more than 3 innings at P, 1B and SS combined
3. The outfielders must be positioned one step into the grass at the start of the play
4. Outfielders may not cover a base
5. Infielders must be in their assigned playing position no more than 5' in front of the baseline until the start of the pitch
6. Fielders are not permitted to stand in the baseline at the start of the pitch when there are runners on base advancing to the affected base
7. Infield fly rule does not apply.
8. A coach will play the position of catcher.
9. Two defensive coaches may be on the field but must be located behind the infielders and shall not obstruct the outfielders.

### **Game Conduct**

1. Cheering
  - a. Players from the offensive team will be allowed to cheer for the batter and the batter only
  - b. Cheering should be positive toward your team, not negative toward the opposing team

2. Coach and Player Conduct

- a. Any coach or player ejected from a game is automatically suspended for their next game. The ejected person will not be allowed to participate, coach or attend the game

3. Parents/Spectators

- a. Any parent or spectator who steps on the field of play for reasons other than injury will be ejected from the game
- b. No one will be permitted behind the backstop. One warning will be issued by the umpire; if no umpire, the coaches of both teams shall request removal. On the second offense, the offending team will be charged an out.