



Lee's Summit Girls Softball Association Administrative Rules

The Lee's Summit Girls Softball Association was formed to provide girls of our community with a safe recreational opportunity to participate in softball, develop their physical skills, teach sportsmanship and have fun. This set of rules was designed to balance competition and recreational enjoyment for all players involved. Since every situation or dispute cannot be anticipated, the spirit of the rule may also be considered at the discretion of Umpires and the Board of Directors.

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(Note: Rules enacted or amended for 2018 are in red)

Section 1: LSGSA FORMATION AND BACKGROUND INFORMATION

I. LSGSA's Recreational Participation Divisions:

- A. T-ball** Kindergarten and Pre-K (age 5)
- B. Coach Pitch** 1st and 2nd grade
- C. Division 1** 3rd and 4th grade
- D. Division 2** 5th and 6th grade
- E. Division 3** 7th and 8th grade
- F. Division 4** 9th thru 12th grade

Additionally, LSGSA offers a "C" Level competitive league for coaches and players wishing to form their own teams and take their team to the next level. Please see www.lsgsa.org for rules and further information.

II. Player Eligibility and Substitutes

- A. Players who participate on "C" level competitive teams are eligible to register and play through the LSGSA recreational side in positions other than pitcher. Players who participate on "B" or "A" level comp teams are ineligible to play with LSGSA's recreational teams.
- B. A player may play in any higher age bracket with Board approval.
- C. Players are not eligible to sign up for league play, or continue to play, if they are pregnant.
- D. Substitutes / Pull Up Players
 1. Any team may go down 1 division to pull players to complete a team of 10, but may not pull up more than 3 players. Pull up players can not pitch and must wear their own team shirt and be registered on a current **Recreational Level LSGSA team**.
 2. A pull up player can't miss their own team game to play up with another team.
 3. Any player pulled up must start the game, bat once, and finish any full inning they have started. Any roster player showing up for the game where a "pull up" player has been requested must be inserted into the line-up after the "pull up" player played the required minimum amount of time.
- E. The use of an ineligible player at any time may result in forfeiture of all games in which the ineligible player participated.

III. Player Registration

- A. The player's parent or guardian must register each player. All fees must be paid prior to the player being assigned to a team.
- B. No player is eligible to compete in any game unless and until her registration is completed.
- C. Any player or guardian who knowingly falsifies any information during registration renders the player ineligible to participate in LSGSA for the current year.

IV. Player Assignments (Enacted 2015)

- A. All players in Coach Pitch through Division 4 are allowed to remain on the same team they played on the previous season, and all teams in Coach Pitch through Division 4 are allowed to stay mostly or completely intact, provided the team has: (1) a team sponsor or self-sponsors, and (2) a head coach.

1. Returning players will be automatically placed on last year's team unless (1) parents request that their children be placed on a different team, and/or (2) the player has aged out of that respective division.
 2. If a parent requests that his/her daughter be placed on a different team than the one she played on last year, the parent/player is not allowed to select the new coach and/or team. The player will be assigned to a new team by the division representative.
 3. New players to LSGSA or players who previously played through LSGSA but didn't play last year, will be assigned to a new team by the division representative.
 4. Coaches are required to accept onto their teams every member of last year's team that wants to play on his/her team again this year, provided she is the appropriate age.
 5. New coaches will work with the LSGSA division representative to "inherit" a team whose coach is no longer coaching, to secure a team made up of his/her daughter and players not assigned to specific teams, and/or to otherwise complete his/her team. New coaches are not allowed to hand-pick players.
- B. There will be no formal Draft of LSGSA players. Instead, players who aren't assigned to a specific team will be assigned by the LSGSA division representative.

V. Managers/Coaches/Sponsors- Conduct and Selection

- A. The Board of Directors shall have the authority to approve all entries of managers, coaches, sponsors, and their team into participation in the LSGSA program. An individual will manage and/or coach only 1 team within the same division.
- B. With the approval of the Board of Directors, a sponsor can request a certain manager or coach. Selection is to be in compliance with Section V (A).
- C. Each team must have a Manager and a minimum of 2 coaches/parents pass the Background check. A Background checked Manager or Coach must be in attendance at any team gathering.
- D. **Guidelines for Selecting Managers:**
 1. Must be at least 21 years old (assistant coaches 18).
 2. Must submit and pass the LSGSA Coach Background Check.
 3. Must attend the league designated coaching clinic.
 4. In the event there are more manager requests than there are teams, preference will be given for:
 - a. Previous experience and service within the LSGSA.
 - b. Those who sponsor or bring a sponsor for their team.
 - c. Past complaints from parents, managers, coaches, umpires, and board members will be considered on the basis of their merits.
 - d. If all is equal a coin toss will be used to break a tie.
- E. **Rules of Conduct for Managers and Coaches**
 1. Must obey the Association rules and cooperate with Board members on duty.
 2. No foul or abusive language in the presence of the players will be tolerated.
 3. It will be deemed unsportsmanlike conduct if a manager or coach is found to be under the influence of alcohol or illegal drugs while at a practice or during a game.
 4. Any unsportsmanlike conduct could be grounds for removal from the league. **Refer to zero tolerance policy.**
 5. Ejection from a game by an umpire holds an immediate expulsion from the property and suspension from the next game. A second occurrence shall result in removal from the league.
 6. Coaches must conceal jewelry, attire or tattoos that the board deems inappropriate.

- F. **Complaints on Managers/Coaches/Umpires-** The Board of Directors will review complaints on any manager/coach/umpire for any inappropriate action. Complaints must be in writing giving as many details about the incident as possible. Complaints must be signed and contain a phone number of the complainant. Complaints may be given to any Board member or mailed to the Association's post office box or sent by email. Complaints will be reviewed at the earliest convenience of the Board, and the Board President or his/her designee will administer any action deemed necessary.

VI. Practice Session Requirements

- A. **A registered manager and/or coach must be in attendance at EVERY practice, team gathering, or team function (end of season party, etc.). NO EXCEPTIONS.**
- B. No practices may be held prior to league scheduled practice start dates. All managers must practice on designated LSGSA fields or notify league officials if they choose to practice elsewhere. Any manager(s) caught in violation may receive a one-game suspension. Players are not insured on unauthorized fields.
- C. Each manager is encouraged to conduct two practice sessions per week in the preseason and one practice session during the season, weather and game schedule permitting.
- D. **Batting practice and/or soft toss hitting into the fences at Legacy Park** is strictly prohibited during all practices and games. Failure to comply with this rule may result in forfeiture of practice fields at Legacy Park and/or games.
- E. Scheduled practices are the only ones to be considered for the league rule regarding the manager's right not to play a girl who does not attend practice.
- F. Managers may call additional practice during the season, but may not require attendance.
- G. Managers are encouraged to schedule practice games with other teams in their division.

VII. Sportsmanship

- A. This Association is organized to help provide enjoyable recreation for all concerned. Managers, coaches, players, umpires and spectators play an important part in the results obtained. Rowdiness, profanity and gestures of poor sportsmanship will not be tolerated. The deliberate and malicious razzing or distracting of any member or an opposing team will not be allowed (such as swing batter, negative cheering, etc.). See Zero-tolerance section on website.
- B. Managers will be responsible for the behavior of coaches, players and their fans. No manager coach or player shall argue called balls or strikes or confront an umpire before or after a game. Failure to maintain appropriate behavior may result in the manager's ejection or forfeit of game.

VIII. Awards

- A. In T-ball, participation trophies will be given to all participants.
- B. In Coach Pitch through Division 2 ...
Trophies/medals/shirts will go to the 1st, 2nd and 3rd place finishers in the regular season.
Trophies/medals/shirts will go to the 1st, 2nd and 3rd place finishers in the tournament.
Participation trophies/medals will go to all other participants.
- C. In Division 3 and 4 ...
Trophies/medals/shirts will go to the 1st and 2nd place finishers in the regular season.
Trophies/medals/shirts will go to the 1st, 2nd and 3rd place finishers in the tournament.
There will be no participation trophies.

- D. A trophy will be awarded to the team sponsor for first place in regular season league play and the End of Season Tournament champion.
- E. In the event of a tie for the regular season trophy position within a division, it will be determined as follows: 1) Head-to-head record; 2) Total runs allowed head to head; 3) Total runs scored head to head; 4) If all else is equal, tied teams shall play a one game playoff.
- F. **Blue Darter Award:** This award for loyalty, sportsmanship, attitude, enthusiasm and desire will be given to one girl in each division. The Blue Darter award is not an award for the MVP from each team. The team managers of each division will do the selection. Each manager will nominate one girl from their team and give a brief talk or write-up describing their player. A secret ballot will be conducted, with each manager voting for a player not on their team and given to the division representative. This process may be done in person or by email. No LSGSA participant may win the Blue Darter Award more than once in her LSGSA career.

IX. Outside Tournament Play and Fundraising Activities

- A. Any LSGSA manager or coach must notify the LSGSA Board of their intent to take a team to any tournaments outside of LSGSA for insurance purposes. Tournament play cannot interfere with any other regularly scheduled LSGSA practices or games (including make-up games). Violation of this rule will result in a one-game suspension of the manager.
- B. No Association team or individual will be allowed to conduct any fundraising project in the name of LSGSA without written permission from the Board of Directors.

X. Insurance Statement

- A. LSGSA provides accident insurance on each registered player, manager or coach. The policy requires that a \$50.00 deductible be paid on each accident. The player's parent/guardian will pay this deductible. Benefits and limitations of the policy include but are not limited to the following:
 - 1. Maximum amount payable = \$5,000.00
 - 2. Accidental death benefit = \$2,500.00
 - 3. Accidental dismemberment benefit = \$5,000.00
- B. This policy does not cover replacing eye glasses or jewelry, nor does it cover pregnancy. First aid at the scene is covered only if rendered by a licensed physician or surgeon.
- C. Claims must be filed within 20 days after the accident. Please contact the Secretary or President of the Board of Directors of the LSGSA to file a claim.
- D. The Association insurance is second-party coverage and will apply supplementary coverage to any personal insurance covering the injured party.

Section 2: PLAYING / GAME RULES / UMPIRING

I. Field Dimensions and Equipment

	BASELINE	PITCHING	HOME PLATE
	Lengths	Distance	to Second Base
T-Ball	55'	35'	77' 9.125"
Coach Pitch	60'	35'	84' 10.25"
Division 1	60'	35'	84' 10.25"
Division 2	60'	40'	84' 10.25"
Division 3	60'	43'	84' 10.25"
Division 4	60'	43'	84' 10.25"

- A. Playing field equipment (balls, bases, home plate, and pitching rubber) for league games will be supplied by the Association. The teams playing must furnish all other player equipment.
- B. **Metal spiked shoes are prohibited at all times.**
- C. All catchers must wear an approved mask, catcher's helmet, chest protector, and shin guards. Protective headgear, with chinstraps in place and face shields must be worn while on deck, batting and when running the bases. The chinstrap rule will be enforced. All players providing their own helmet must have a face shield.
- D. Any player warming up the pitcher must wear a catcher's helmet and mask. Failure to comply can result in a one-game suspension for the manager. This is a safety precaution.
- E. All players, managers and coaches will wear league-provided shirts. Names on the back of shirts are permitted. The names must be placed on the back of the shirt above the number. Nicknames are permitted, but may not be offensive or lascivious. Shirts with nicknames considered offensive by the Board must be replaced at player's expense before she will be allowed to participate in any league games.
- F. Players shall provide their own glove or mitt and supply their own pants or shorts. It is strongly recommended that players wearing shorts wear sliding shorts for their safety.
- G. Softball equipment owned by the Association and checked out to the team manager cannot be altered in any way. The Manager is responsible for care of, and the return of, all equipment. If a coach fails to return all equipment that he or she checked out, that coach and his or her daughter may be ruled ineligible for future participation in LSGSA events.
- H. Mouth pieces and safety bands for eyeglasses are strongly recommended.

II. Time limitations / Innings Played / Tie Games

- A. 7 innings shall constitute a regulation game where time has not expired. 6 innings for T-ball.
- B. A game called by the umpire for rain, threatening weather, light failure, or circumstances beyond the control of the LSGSA shall be regulation after one hour of playing time. If the home team is batting and leading, then the game shall be considered complete. If the visiting team is batting and leading or the game is tied, the game will be resumed later at the point of the suspension and played to the 1 hour 15 minute time limit and/or completion of at bat. A regular-season game halted, that is less than a regulation game (1 hour), shall resume at point of suspension. A Tournament game halted will be played from the point of suspension. The home team score

book is official and must be signed by both managers and the home plate umpire upon suspension of a game.

- C. For Coach Pitch through Div 4, a team's at bat ends after 3 outs are recorded or 5 runs have been scored per inning. A game shall be called if there is a spread of 12 runs after 3 innings, 10 runs after four 4 innings, or 8 runs after 5 innings.
- D. The time limit for T-ball is exactly 1 hour, meaning play stops immediately when the time limit has expired. The time limit for all other divisions is 1 hour, 15 minutes. If the home team is batting and ahead, or if it's mathematically impossible for the losing team to come back, the game shall end when the time limit has been reached.
- E. If regular season games end in a tie, the game shall continue under international tie-breaker rules for 1 inning. If tied after the first extra inning, the game shall be recorded as a tie.

III. Special Game Day Instructions / Forfeitures / Postponements

- A. All divisions will follow USA Softball rules unless noted differently here.
- B. Board members or individuals delegated by the board shall determine the conditions of the playing field. He/she shall notify the division representative and the umpires as early as possible, but no later than one hour before game time, if the field is in no condition to play. Unless this is done, both teams shall appear at the scheduled time and place ready to play. Failure of either team to appear shall result in forfeiture of the game by the team who failed to appear. If both teams appear ready to play, the home plate umpire shall decide at game time whether or not the game shall be postponed
- C. No scheduled or ongoing game shall be postponed, rescheduled or suspended for any reason other than: unfit playing conditions of the field; lightning in the area; Legacy Park lighting regulations; other extreme conditions or situations as determined by the board.
- D. If games are rained out or suspended, they will be rescheduled as soon as possible. Coaches and managers are responsible for checking the LSGSA web site to determine rescheduled game times and to relay that information to players in a timely manner.
- E. Game times are generally on weekdays at 6:00 pm, 7:30 pm and 9:00 pm with the exception of T-Ball. The scheduled time is game time unless due to game situations or other circumstances. If the scheduled time is disrupted or the preceding game runs long, the starting time for succeeding games shall be 10 minutes after completion of the previous game. The umpire shall forfeit the game if a team is not ready to take the field at game time. The umpire may after consulting with the managers, start a game sooner than the scheduled time.
- F. Each team manager will submit a batting order to the official scorekeeper 15 minutes before game time. This batting order must include all eligible players on the team roster and shall include name and shirt number. Any player arriving after the first pitch will be inserted at the end of the batting order. The official scorekeeper must be notified when an absent player arrives. The home team scorekeeper will be the official scorer unless otherwise designated by the Board of Directors.
- G. Teams must be at the field and ready to play 15 minutes prior to game time. If there is sufficient time preceding game time, the visiting team may take the field 15 minutes prior to game time for 5 minutes of infield practice. The home team shall then have 5 minutes of infield practice. The remaining 5 minutes shall be used for preparation of field, discussion of rules, etc. If there is less than 15 minutes prior to the game when both teams are available, the teams will split up the field for infield practice. **During warm-ups, there is no warm-up pitching in fair territory until the home team is ready for the first inning's game warm-up pitches.**
- H. Warm up in designated areas only. No warm up practice by any team shall be allowed in the parking area, around the bleachers or concession stand. Bats are to be swung in the on deck

circle only during games. After one warning from a Board member, the responsible manager or coach shall be prevented from participating in his/her scheduled game that evening if a second offense occurs.

- I. There shall be **NO SOFT TOSS, BATTING PRACTICE OR USE OF HITTING STICKS** allowed at the fields on game days. The first offense shall result in a warning issued to the team and/or coach. The second offense may result in a forfeiture or a 6-run penalty.
- J. The area of the playing field and the player's bench is restricted to registered team players, registered team manager, and registered team coaches. This rule is to be enforced by the umpire and/or the Board of Directors. Refusal of any unauthorized person to leave the above area within 1 minute after they are notified, the umpire shall notify the scorekeeper that the team in violation shall have an out recorded in the scorebook.
- K. There is free substitution between innings in all divisions.
- L. Every player on the roster must bat in order. The entire roster of available players must be put on the official batting order that is presented to the official scorekeeper. No penalty for players leaving early, providing there are still 7 players.
- M. In case of player injury, the first manager, coach, or umpire to recognize such injury shall call time immediately.
- N. If a batter is injured during her at-bat, the next player in the line-up takes over her count. If a runner is injured while on the base path, the player making the last out will pinch run.
- O. Teams must have at least 7 players to start the game unless otherwise approved by the respective division representative or an on-duty member of the Board. Late arriving players must be put in the game as soon as they appear at the field. In case of player injury, teams may finish a game with less than 7 players.
- P. Coach Pitch through Division 4 must field 10 players if available. With 10 players, 4 must start in the **outfield grass**. With 9 players, 3 must start in the **outfield grass**. Less than 9 players are at the discretion of the manager.
- Q. **All T-Ball, Coach Pitch and Division 1 players must play 1 inning at an infield position per game.** Additionally, no player may sit out more than 1 inning per game unless all other players, excluding the pitcher and catcher in Division 1, have sat out an inning. Failure to comply could result in a forfeit.
- R. **All Division 2, 3, and 4 players must play in the field at least 2 innings per game.** No player can sit out more than 1 consecutive inning. **EXCEPTION:** Players not attending 2 consecutive scheduled practices may be exempted from rules (Q) and (R) at the manager's discretion. This must be pointed out before the game starts to the umpire and opposing team manager and reported to the division representative within 24 hours prior to the game.
- S. Any pitcher hitting a batter three times in the course of an inning must be pulled for the remainder of that inning. Any pitcher hitting a batter five times per game may not pitch the remainder of the game.
- T. All players in all divisions must bat at least once every game. In games when the time limit or the run-rule takes effect before all players have batted, both teams will continue playing until all girls have batted, even if three outs have already been recorded. The score at the time in which the time limit or run-rule took effect will be the final score.
- U. No team shall conduct any planned celebration after any game sponsored by the LSGSA on or near the playing fields.
- V. There will be no glass containers of any kind allowed on the playing fields or in the dugout.
- W. There shall be neither tobacco products nor alcoholic beverages on or in the vicinity of the playing field, by managers, coaches, players, umpires or anyone concerned with the team during game or pre-game activities. Legacy is a City Park and alcoholic beverages are prohibited within City parks. Violators are subject to a game suspension.

- X. The Board of Directors shall have the power to make any decisions on any points not specifically covered in the section and to impose penalties not specifically set forth. Any failure to comply with the USA Softball or LSGSA rules will be a forfeit and a loss given to the team or teams involved as determined by the Board of Directors.

IV. Protests

All protests must follow USA Softball rules and formally made with an umpire at the time of the call/rule in question or prior to the official completion of the game, depending on the circumstance. A written protest will then be filed with the league President within 24 hours of the game and be accompanied by a \$50.00 fee.

V. Umpiring

- A. Game time will start one minute from the break of the pregame managers meeting. The official time shall be kept by the home plate umpire.
- B. No league game shall be held without an official umpire unless agreed to by the opposing managers. Any substitute umpire thus selected shall have the same standing authority as an official umpire, until such time as the official umpire arrives. The start of the game shall indicate agreement of the opposing managers.
- C. There shall be 1 umpire assigned to the T-ball and Coach Pitch divisions. There shall be 2 umpires assigned for Division 1 and up.
- D. No league game for which 2 umpires are assigned shall be postponed or protested because only 1 umpire is present.
- E. The throwing of equipment in the dugout area or playing field is prohibited. Violators may be called out or ejected from the game at the discretion of the umpire.
- G. The Association shall furnish a game ball for each game, which the umpire will return to the concession stand at the conclusion of the last game.
- H. The umpire should return the batting tee to the concession stand for T-ball games.
- I. Umpires shall enforce the one minute or up to 5 pitch limit between innings.
- J. Umpires shall complete the front and back of each score card. Information to include: division, team names, score, each team's first inning pitcher(s) and any ejections. Return all score cards to the report box near the concession stand.
- K. Umpires shall be in full charge of all games and must enforce the rules. No umpire baiting by any team members will be allowed. All disputes must be handled between the manager and the umpire in a quick, sportsmanlike and orderly manner. Managers will see that no player on their team or any team supporter enter into any dispute with umpires or opposing players. Umpires may initiate the following penalty schedule for any infraction of the above rules: (a) verbal warning, (b) manager ejection from game, and (c) game forfeiture.

VI. End of Season League Tournament

- A. At the conclusion of all regularly scheduled games, a double elimination tournament will be conducted for Coach Pitch through Division 4, weather permitting.
- B. Depending on the number of teams signed up in each respective division, the postseason tournament may be broken into two distinct brackets.
- C. The teams will be seeded in the postseason tournament based on their regular-season results, with the better records getting the higher seeds. In the event that two teams have the same

record, the tie-breaker will be determined by (1) head-to-head competition; (2) overall runs allowed during the season (3) overall runs given up during the season (4) coin flip. In the event that three or more teams have the same record, the tie-breaker will be determined by (1) overall runs allowed during the season; (2) overall runs scored during the season; (3) coin flip.

- D. If weather conditions present a problem, the games may be limited to 1 hour in length or the tournament may be changed to single elimination.
- E. All regular season rules apply for tournament play except the following. **For Division 1 and 2, there will be no pitch, inning count or first inning pitched game limitation for starting pitchers. The Division 1 infield playing requirement for all players is also eliminated.**
- F. The home team in each postseason tournament game shall be determined by pre-game coin flip. The winner of the coin flip may choose to be home or visitor. Games will consist of 7 innings or a 1 hour and 15 minute time limit. Games will be played until there is a winner following the international tie-breaker rules. **Coach Pitch Tournament Games:** In the event of a tie after one inning of the international tie breaker, pitches will be dropped to 3 per player with a runner starting on 2nd base. In the 3rd inning of overtime, pitches will be dropped to 2 per player with a runner starting on 2nd base. In the 4th inning or more of overtime, pitches will be dropped to 1 per player with a runner starting on 2nd base. A batter cannot foul out on the last pitch unless it is caught.
- G. Immediately following each tournament game, the teams shall meet briefly at the pitcher's circle to select the MVPs of that game. One player from each team will be selected as game MVP. Voting will be conducted by the opposing team. No player shall be named a game MVP more than once in any tournament. Prior to team voting, opposing coaches are encouraged to discuss briefly which players are eligible and most deserving of MVP honors.

VII. Special Rules for Division 2

Any player who pitches in the first inning of an official game may not pitch in the first inning of the following game. Violation shall result in 6 runs added to the first inning score. **This rule will not apply for the End of Season Tournament.**

VIII. Special Rules for Division 1

- A. Division 1 teams will field 10 players if available and use an 11" softball.
- B. The infield fly rule will not be in effect.
- C. On a dropped third strike, the batter will be automatically out.
- D. **ENLARGED STRIKE ZONE:** The strike zone shall be enlarged and shall span the area from mid-shin to the top of the shoulders. The strike zone shall also be widened to include the width of a softball on each side of home plate.
- E. Each batter will face a player-pitcher. If a player-pitcher throws 4 balls to a batter, the player-pitcher will step to the side while a coach-pitcher from the offensive team pitches.
 - 1. The coach-pitcher must stand on the pitching rubber.
 - 2. The batter keeps her strike count when the coach-pitcher comes in.
 - 3. Every pitch thrown by the coach-pitcher is assumed to be a strike. For example: If the batter has 2 strikes when the coach-pitcher begins pitching, the first pitch the coach-pitcher throws will be strike 3 unless fouled off or hit in play. The umpire does not have the discretion to rule a pitch unhittable.
 - 4. Bunting is NOT allowed on a coach-pitcher

- F. Batters who are struck by a pitch from a player-pitcher without swinging at the ball shall be awarded 1st base. Batters struck by a pitch from a coach-pitcher shall not be awarded 1st.
- G. Coach-pitchers must be ready to enter the field immediately when the player-pitcher has thrown 4 balls. The umpire will stop play to allow the coach-pitcher to enter the playing field and take their position. If the coach-pitcher is not ready and the umpire feels this is a delay of game, the umpire has the discretion to call the batter out.
- H. If a batted or thrown ball touches the coach-pitcher, it is considered a dead ball and all runners will be awarded the base they were approaching at the time. Coach-pitchers must make every attempt to avoid batted balls, thrown balls, and defensive players. Failure to do so could result in a batter or runner being called out at umpire discretion.
- I. The player-pitcher is to remain on the field off to the side of the coach-pitcher. The player-pitcher is to field all balls thrown back from the catcher or thrown in from the fielders.
- J. **The play is considered over when the pitcher has control in the circle. Runners must stop at the base they are on or approaching unless the pitcher makes a play on them. The Look Back Rule will NOT be in effect.**
- K. One base maximum **PER** overthrow on all overthrows of a batter-runner or a non-stealing base-runner, regardless of where the ball goes.
- L. Stealing is allowed.
 1. Runners may steal one base only per pitch.
 2. Runners may steal 2nd & 3rd base only; No stealing of home.
 3. Runners may NOT advance on an overthrow from a player attempting to put out the runner stealing. Runners starting on 3rd base may NOT advance home on a throw-down by the catcher but are liable to be put out if off the base.
 4. Runners may NOT steal on a coach-pitcher.
- M. Any player who pitches in the first inning of an official game may not pitch in the first inning of the following game. Violation shall result in 6 runs added to the first inning score.
- N. All players must play a minimum of 1 inning at an infield position per game; (1st, 2nd, 3rd, SS, P or C). Failure to comply could result in forfeit.
- O. **For the End of Season Tournament, the first inning game limitation for starting pitchers and the infield playing requirement for all players are eliminated (Rules (M) and (N)).**

IX. Special Rules for Coach Pitch

- A. Coach Pitch teams will field 10 players if available and use an 11" softball.
- B. The infield fly rule will not be in effect.
- C. A batter will be called out after 5 pitches (there will be no strikeouts prior to the 5th pitch). The umpire will give notification prior to the fifth pitch. On a fouled off 5th pitch, the batter will continuously receive another pitch until the ball is missed or put in play.
- D. Bunting is not allowed. There will be no Walks, or base awarded if hit by a pitch.
- E. **Stealing and Leading off are not allowed. Base runners may not leave a base until the ball is hit or crosses the plate. The Catcher may throw behind a runner but advancement is NOT allowed.**
- F. The offensive team will be responsible for providing a pitching coach. The coach-pitcher must keep one foot on the pitching rubber while pitching. The defensive team will be responsible for providing a catching coach, who will be placed behind and to the side (out of the way of play) of the catcher. Catchers must be positioned in the catcher's box and are responsible for returning the ball to the pitching coach.
- G. If a batted or thrown ball touches the coach-pitcher, it is considered a dead ball and all runners will be awarded the base they were approaching at the time. Coach-pitchers must make every

attempt to avoid batted balls, thrown balls, and defensive players. Failure to do so could result in a batter or runner being called out at umpire discretion.

- H. Defensive managers must designate a fielding pitcher prior to each inning. This player must be the only player in the circle with the pitching coach prior to the pitch.
- I. **Play is stopped when:**
 - 1. An infielder has control in the infield and/or attempts a throw.
 - 2. A throw is made from an outfielder to the infield (inside the baselines including the foul area).
 - 3. A fielder attempts to record an out at a nearby base or tag a base runner.

Effectively, a hit ball would need to leave the infield for the batter to get more than a single unless the ball was never picked up. When any of the above occur, the play is over and the batter and base runners must stop at the base they are on or the base they are running to. If the base runner has rounded the base and her back foot has left that base, then she is deemed to be running to the next base. There will be No Advancement on any overthrow regardless of where the ball goes since control was already established. The goal is to encourage the defense to attempt to make the play. Note- the runner has liability to be put out even though they may not advance further than the base they were approaching. **If a runner advances safely to a base not allowed, they will be returned to the prior base by the umpire and not considered out.**

- J. All players must play a minimum of 1 inning at an infield position per game; (1st, 2nd, 3rd, SS, P or C). A player can play pitcher and 1st base position once per game until all other players have played those positions. Failure to comply could result in forfeit.
- K. Two defensive coaches maximum shall be allowed in the outfield for coaching purposes. They shall remain behind the outfielders at all times. The coaches shall not interfere with any play or touch a player. Violation may result in additional bases awarded or a forfeit.

X. Special Rules for T-Ball Division

- A. T-ball division will use an 11" safety ball and no score will be kept.
- B. A Game shall consist of 6 innings or 1 hour.
- C. Teams will position 10 players on the field each inning: 6 players on the infield and 4 in the outfield. All outfielders must stay 15 feet behind the base paths or on the grass.
- D. T-Ball players must play 1 inning at an infield position per game (1st, 2nd, 3rd, SS, P or C).
- E. Inning Play:
 - 1. All players will bat each inning.
 - 2. An inning shall terminate when: (a) the last batter completes her at-bat and all play ceases or (b) the last batter of the inning hits a caught fly ball, fair or foul.
 - 3. Play will stop once the ball is in the control of a fielder located in the infield.
- F. Field and playing area:
 - 1. The batting tee shall be placed on top of home plate.
 - 2. Fielding of a catcher will be optional.
 - 3. Any player acting as catcher must wear a batting helmet with a protective mask.
 - 4. Balls hit within the 10' arc in front of home plate are considered foul.
- G. Managers and Coaches:
 - 1. Two base coaches for each team at bat.
 - 2. One offensive coach shall take a position behind the batter's box and out of play. He/she shall be responsible for removal of the batting tee from the playing area after the ball is hit.
 - 3. A defensive coach may be positioned behind the outfield to assist his/her players.
- H. Pitchers must keep both feet inside the pitching circle until the ball has been hit.