

2009 LUYAA Girls Softball League

8 & UNDER (Coach-Pitch) RULES

1. A regulation game is 6 innings. A complete game consists of **four** (4) full innings or **three and one-half** (3 1/2) innings, if the home team is ahead, or when the **two** (2) hour time limit has been reached.
2. The batting order will consist of ALL players at the game, and will run in a continuous order. Each team is allowed to substitute fielders freely throughout the game. (see General Rules)
3. Coaches will pitch the ball to their own player. Strikes will be called (by the umpire/coach/parent) if batter swings and misses, or hits a foul ball/foul tip. Normal strikeout rules apply, however the batter will have a maximum of **seven** (7) pitches to put the ball in play, with the only exception being a foul ball on the 7th pitch. If the batter hits a foul ball on the 7th pitch, then additional pitches will be added to the maximum pitch count until the batter either swings and misses a pitch (resulting in a strikeout, regardless of prior strike count), fails to swing at a pitch (also recorded as a strikeout), or puts the ball into play. Coach discretion is allowed to maximize participation for developing players. Limited exceptions (such as a tee for extreme situations) should be agreed to by coaches from both teams.
4. An inning is ended in any of the following ways:
 - a. When **three** (3) outs are made (for the first 4 games, these must be fielding outs).
 - b. When **five** (5) runs are scored
 - c. When a team bats through their lineup.
5. Coaches will pitch the ball underhand to their own players, but must not touch the ball while it is in play. If the ball hits or is touched by the coach-pitcher, ALL runners (including the batter-runner) must return to their starting position and the play is repeated. If the coach-pitcher interferes with the ball or fielder attempting to make a play on the ball, the play is repeated
6. Coaches must pitch from within the 8-foot radius circle, and MAY NOT coach the base runners. The player-pitcher must be within the pitching circle when the ball is pitched by the coach-pitcher. Pitcher Development: For the last four games of the season, the first two pitches per batter will be delivered by the player-pitcher. Remaining pitches will be thrown by Coach-pitcher as noted above in Section 3.
7. Play stops when the player-pitcher gains possession and control of the ball within the circle. The umpire will instruct the runners to advance or retreat to the nearest base. Hash mark's will be drawn at midpoint between bases (1st to 2nd, 2nd to 3rd, 3rd to home) to serve as the decision point for awarding bases. Runners that are ON or BEYOND the hash mark when time is called by the umpire will be awarded the next base. Runners that have not reached the hash mark must return to the previous base.
8. No more than **six** (6) infielders including pitcher and catcher may occupy the infield. [The baseline is the imaginary straight line directly between the bases.] Infielders must remain within **three** (3) feet of the baseline until the ball is hit. Outfielders must stay at least **ten** (10) feet behind the baseline until the ball is hit.
9. NO stealing or leading off is allowed. Base runners may not leave base until the batter puts the ball in play - no penalty issued. Coaches are not permitted to touch base runners during live play.
10. NO bunting is allowed; NO "Infield Fly" rule applies; NO "Dropped Third Strike" rule is observed.
11. The defensive team in the field may have up to **two** (2) defensive coaches in the outfield. They must stay in the outfield equal to or beyond outfielders when the ball is in play, and must not touch the ball while it is in play. If a live ball is touched by defensive field coaches, runners are awarded an extra base. The offensive team at bat may have a base coach for 1st and 3rd base.