GIRLS SOFTBALL COACH PITCH LEAGUE RULES

The foul lines shall be lined and extended ten (10) feet beyond first (1st) and third (3rd) base.

Distance between bases shall be 55 feet.

Distance from the front edge of the pitching rubber to the base edge of home plate is 35 feet.

Player Participation/ Rotation

1. Every player who shows must participate in each game unless injured, sick, ejected or disciplined by her coach.

2. Each player may not play the same position for more than 2 innings in a row.

Legal Game

3. A complete game shall consist of six (6) innings or a time limit of 55 minutes shall constitute a legal game. It is up to the ump to decide if a new inning shall be played due to the time. If the home team is losing then they will get to bat last. If we have lost daylight and the home team did not get to bat last then we will have to finish that inning the next game day in between games or the next time those two teams play. Please be considerate and understanding that the ref is just trying to allow the kids as much playing time as they can. There is no way to know how long an inning will last.

Legal Team

4. Up to Ten (10) players shall constitute a full team (four (4) outfielders), but teams shall be permitted

to play with four (4) players.

Player Equipment

5. NO Bat Restriction and glove.

6. The SBCA supports the use of face mask/ guards (example RIP-IT brand name) for player in the field. Can bring your own or the league will supply a few batting helmets.

Batting Order

7. The batting order for each team in this league will find each team member present batting in a continuous and consecutive batting order. Fielders may be freely substituted provided such substitutions are made prior to starting an inning.

Pitching

8. This is a coach pitch league. There is no player pitching.

9. The team manager of the batting team, or his/her designee, shall pitch from within the pitching circle. However, a manager can pitch from a shorter pitching distance to accommodate a batter(s) skill level.

10. The fielding team will have a fielding pitcher standing with both feet in the pitcher's circle to either side of the manager/pitcher. In the event a batted ball strikes the coach/pitcher, the ball shall be considered "live" and will remain in play. If, in the umpire's judgment, the manager/pitcher intentionally interferes with a fielding play, the batter or runner shall be declared out.

11. The coach/pitcher cannot coach while the ball is in play. The only time a coach/pitcher can talk to a player is if the coach/pitcher is giving instructions to the batter before making the pitch. If the coach/pitcher coaches in any other way, the umpire will issue a warning. Any additional offenses during the same game will result in the umpire calling the player(s) out.

Time At Bat

12. No balls or strikes shall be called. A maximum of five (5) pitches may be thrown to each batter by the batting team coach. If the batter fouls off the fifth (5th) pitch, she is entitled

to continue until she either puts the ball in play, swings, and misses, or takes another subsequent pitch.

Base on Balls

13. There shall be NO WALKS in the Coach Pitch League.

Stealing

14. Base stealing is not permitted in this league and runners may not advance on a wild pitch or a passed ball by the pitcher. Runners may only advance upon a batted ball by the batter or advance one base if a wild throw to one of the bases after the ball has been hit into play. Foot must always remain in the bag. No lead offs.

Bunting

15. Bunting is not allowed in this league. The batter must take a full swing. A batter bunting or intentionally taking a partial swing will be called out. Umpire will make the final decision on this call.

Maximum Runs and Mercy Rule

16. 6 run limit for per inning

17. Mercy rule -

If after 3 innings a team is up by 13 the game is called, after 4 innings if a team is up by 10 the game is called, and after 5 innings if a team is up by 8, the game is called.

If the Mercy rule is hit before the 55 minutes the ump will let the coaches know and kids will still play the remaining time but score is no longer kept.

If the game ends in a tie due to time limit then it remains a tie.

Play Stoppage

18. The Runner gets to the base they were going to when a play is made at any base (whether caught or not at the attempted throw to base) an attempted play can be made at any base.

Look-Back Rule

19. The Look-Back Rule does not apply in this league (see Play Stoppage Rule above).

Dropped Third Strike

20. The dropped third strike rule will not be enforced in this league.

Catcher Position

21. In this league, at the coach's discretion, the catcher will either be positioned behind the plate to catch the balls pitched by the opposing team's coach or stand off to the side of the plate and retrieves the ball off the backstop and returns it to the Coach-Pitcher. If not positioned behind home plate, the catcher will be positioned to the bat side of the hitter, facing the batter, and near the backstop in the designated area. To speed the game up the coach or assistant coach can be the catcher and if the team wants to position a kid as catcher to the side to help play at the plate for base runners that is an option as well.

Outfielder Positions

22. This league fields up to four (4) outfielders or less.

23. All outfielders must be positioned in the outfield grass until the pitch crosses home plate. If playing on a field with a large infield (i.e. a baseball field), outfielders must be positioned twenty (20) feet behind the bases until the ball crosses home plate.

Infield Fly Rule

24. The infield fly rule will not be enforced in this league.

Hit By Pitch

25. If a batter is hit by a pitched ball by the manager/coach of the hitting team, the batter is not awarded first (1st) base. The pitch is counted as one of the pitches against the five (5) maximum pitch count.

Fair Ball Hit in Front of Home Plate

26. There is no arc in front of home plate. Therefore, any ball hit in front of home plate shall be a fair ball and it should be played as any other fair ball.

Regulation Ball

27. An 11” ball will be used in this league.

Field Maintenance

28. The players of both teams are to clean up the area around the ball diamond and dugout after each game. So the next team has a clean area.

On Deck Batter

27. Only one (1) player is permitted in the on-deck circle.

Helmets

32. Helmets must be equipped with cages and shall be worn for batting, base running, and by the on deck batter.

Thrown Bat

33. A batter throwing her bat is subject to a warning for the first time. Second time will result in an out. Third time will result in an ejection. This is for the safety of all players.

Spikes

34. Metal spikes are not permitted in this league.

Defensive Coach

35. Teams are allowed one defensive coaches in the outfield to help instruct infielders and outfielders. The coach shall not come in contact with the ball or players, nor shall they If this happens, the play becomes dead, the runners are awarded the base they are running to and the coach will remain in the dugout for the rest of the game. The umpire’s decision is final.

Offensive Coach

36. Offensive team is allowed 3 coaches on the field. Pitcher, 1st base, and 3rd base coach.

Season Wins/Loses Tie Breaker Rules

a. If two teams are tied for first at the end of the season, the following tie breaker rules will be in effect.

1. Head-to-head against each other

2. If head to head is tied then those two will play a championship game and the last games scheduled for the season could be rearranged to accommodate the championship game.

Game Cancellations Due to Weather

If your games are in the evening we will make the decision by 3pm. If games are in the morning we will make the decision by 8am.

a. If a game is called due to weather (rain, lighting, etc.), light failure or other acts of God and

cannot be resumed, it is a regulation game if four innings have been completed or three and

half innings have been completed and the home team is leading.

b. Cloud-9 will oversee alerting teams in the events of cancellations or rescheduled due

to the weather. This will be done through Facebook, email, texts, or phone calls to

coaches, and updated on the league website.

c. Rescheduling of the game shall follow the guidelines set below.

d. A game that cannot be declared a regulation game, shall be declared a rained-out game.

Games that are cancelled due to weather is to be handled as follows:

e. HEAT DELAY/CANCELATION based on AccuWeather: Game cancellations/alterations will be based on the following:

1. A game time heat index of 105 degrees or higher will result in postponement.

2. A game time heat index of 100 - 104 degrees games will be shortened. TBall games will be reduced by 15 minutes, 1-2 grade baseball & Softball will be reduced by 15 minutes, 3-4 grade baseball will be reduced by 20 minutes, 3-5 grade softball reduced by 20 minutes, 5-8 grade baseball will be reduced by 20 minutes.

3. A game time heat index of 99 degrees or lower will result in normal length of games.

Any game cancellations, postponements, or heat-related schedule changes will typically be announced no earlier than 4:00 PM. We monitor weather conditions and heat indexes throughout the day to make the safest and most informed decision possible.

Coaches will be notified first, followed by updates on our Facebook page and website.

Drink Early, Drink Often:

Remember, the best protection for heat illness is water and rest. The maxim is: drink early, drink often, even when players aren't thirsty. Players should arrive for games/practices adequately hydrated and drink at least five (5) ounces of water every 15-20 minutes while they are active in the heat.

Ask players to bring water or a sports drink with modest amounts of electrolytes, but nothing with caffeine that acts as a diuretic and drains water from the body.

Evidence shows that sunscreen of at least SPF 15 should be applied to exposed skin every time children are in the sun for extended periods, to help keep the player cool and to protect against future skin cancer risk.

Game Cancellations (Other than Weather)

a. If a coach needs to cancel a game for any reason outside of weather, they will need to contact Cloud-9 and opposing coach outside of 48 hours of the date of the game to be canceled.

b. Rescheduling of the game shall follow the guidelines set below.

c. Any team reporting a cancellation within 48 hours due to any reason other than weather shall be subject to forfeiture if the opposing team is not willing to reschedule.

Rescheduling

a. In the event of a reschedule Cloud-9 will reschedule the game after talking with both coaches.

b. This email shall include the home team coach, away team coach, Cloud-9 scheduler, and the home teams scheduler/field manager.

c. All coaches are required to have a working email. Please “Reply All” when responding to emails so that everyone can see responses.

d. Both coaches will be given 1 week from the date of the cancellation to work out a reschedule date with Cloud-9 via email, text, phone call with the agreed upon date(s) to confirm availability.

e. Once confirmed, the rescheduled date shall be updated via the online schedule.

f. If coaches are unable to agree on a reschedule date within the 1-week requirement, then the game will be rescheduled for the first date that both teams are available per the online schedule.

g. If one coach responds and the other doesn’t within the 1-week requirement, the original game will be declared a forfeit for the non-responding coach with the win going to the responding coach. NOTE: A great deal of time goes into preparing the fields, scheduling concession stand workers, scheduling umpires, etc. Cloud-9 will not waste money on these activities in lieu of a non-responsive coach by assuming you will show up to a rescheduled game that you haven’t responded. Please work with us to ensure that everyone has a positive experience.

h. Any team failing to show up for a rescheduled game shall be declared as a forfeit and a win awarded to the other team in attendance.