

FAYETTE COUNTY / SENOIA GIRLS' SOFTBALL LEAGUE Joint Park Rules

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SECTION I**GENERAL CONDUCT RULES****1.1 SPORTSMANSHIP**

The goal of Fayette County / Senoia Girls' Softball League (hereafter, "the League") is to provide a safe and friendly playing environment for each girl within the program.

To that end, coaches are responsible not only for their own conduct, but also the conduct of their players, parents, and fans during any game they are a part of, at any of the parks within the League. Conduct that fails to support the goals and values of the League will result in the offender's ejection from the premises.

Umpires will communicate with the coaches about issues with any fans in the stands that are deemed unsportsmanlike and have authority to eject the coach over issues with anyone attending the game if the coach is unwilling to intervene or control fans. Heckling by anyone attending a game on or off the field will not be tolerated and will result in immediate removal from the park premises.

Umpires, Board Members on Duty, and Tournament Directors appointed by a park association have the authority to remove any offender from the premises for such observed acts as interfering with the play of a game, use of profanity, abusive language directed toward another parent, umpire, coach or player/team, fighting, intoxication or any other act they judge to be outside the standards of reasonable conduct.

Umpires may eject any offender on, or within the proximity of the field of play on which they are umpiring; Board Members on Duty or Tournament Directors may eject any offender within the park boundaries. Decisions by any of these individuals are final and will be imposed immediately. The ejection will remain in effect for the remainder of that game, and the offender will be required to remove themselves from the park premises. If the ejection occurs during a tournament, it is the Board Member on Duty or Tournament Director's discretion as to how many games the ejection will be enforced. Failure of the offender to abide by the ejection may result in denying entrance to future games as determined by the Executive Board, and possible prosecution under applicable ordinances or laws of the jurisdiction in which the park is located.

The Board Member on Duty or Tournament Director will report any ejection, via their respective park president, to the Executive Board for review. If no board Member is on duty, both head coaches are responsible to report any issues to their Park President or Director within two hours from the end of the game; failure to do so will result in a one game suspension. First offence by any coach will be a mandatory

suspension for the next game after the offence. Any second offense by the same individual may result in denying entrance to future games at all parks for the remainder of the season to include tournament play.

If a player must leave a game due to the ejection of a parent, Rule 2.7.1 will also apply.

1.2 ROSTER RULES

1.2.1 Fayette County Girls' Softball League (FCGSL) is defined to include members from:

- a) Fayette County Youth Softball Association
- b) Brooks Youth Softball Association
- c) Senoia Area Athletic Association

1.2.2 No later than two weeks prior to opening day, all parks will submit final team rosters in writing to the Executive Committee. After final rosters are submitted, no players may be added to any team's roster without unanimous written consent of the Executive Committee. Any violations of this rule will result in disciplinary action, up to and including possible suspension from further league play.

1.3 GRIEVANCES & APPEALS

1.3.1 During play, any grievances or disagreements shall be brought to the umpire and opposing head coach and not displayed on the playing field in the presence of the players or observers. The umpire has the final authority. Any coach not showing good sportsmanship will be warned after the first incident and may be relieved of his/her position on subsequent infractions.

https://www.usasoftball.com/official-rulebook/#google_vignette

Rule 9 starts on page 110

- See "Game Protest" in SECTION 2.9

1.4 HOME TEAM RESPONSIBILITIES

1.4.1 The home team will keep the "OFFICIAL" scorebook. If the home team does not keep a book, the visitor's book will serve as the official book. At the end of each game, the Home Team Coach must present the scorebook to the umpire, who will sign off on the official score.

1.4.2 A representative of the Home Team must report their scores to their Park President or designated representative in the manner each park has set up. Scores will be reported within 24 hours of the game ending.

- a. If the score is not reported by the home team within the allotted time frame, the

visiting teams reporting will be reported in the scheduling platform. If neither team report a forfeit may result.

- b. Each coach is responsible for verifying that the correct score was entered into the scheduling website.

1.5 SCHEDULES

- 1.5.1 Once the game schedule has been published there will be no changes made, except when extraordinary circumstances necessitate it, such as significant school functions or community-wide events and should be brought before the affected team's scheduling representative or board member as soon as possible. If deemed a worthy cause for change, the affected association may then choose to make a request from the opponent's association who will decide accordingly. **Coaches are not permitted to contact other coaches or associations directly to reschedule games.** Game schedules from other team sports will not be deemed an extraordinary circumstance. Normally, the only rescheduling of games will be due to inclement weather. Like the original schedule, make-up dates will be firm, and a forfeit shall result from a failure to attend.
- 1.5.2 The Executive Board and their associated scheduling committee representative shall have sole responsibility for scheduling. The master schedule shall be maintained and issued exclusively by the lead scheduler.

1.6 DUGOUTS

- 1.6.1 Only active participants and coaches are allowed in the dugout or on the field during games and warmups.
- 1.6.2 Coaching staff is restricted to the dugout area and approved base coaching boxes.
 - a) Only two base coaches are permitted on the field for 12U and 13+.
 - b) Three coaches (two base coaches and the coach-pitcher) are allowed in the field of play for 6U, 8U, and 10U.
 - c) **6U & 8U ONLY** – 2 coaches may stand in the outfield to direct defensive players. Defensive coaches must stand behind or even with the players in the outfield.
 - d) Coaches are not permitted to stand behind the backstop to instruct players and should discourage parents from doing so as well.
- 1.6.3 All teams are responsible for cleaning out their dugouts and bleachers after games. Please help each association keep their parks clean. Any items found should be turned

into "Lost and Found" located at the concession stand.

- 1.6.4 Walk-Up songs and music between innings are allowed. Remember when choosing songs that games are played in public parks and need to be appropriate for all spectators and players in all age groups. Walk-Up songs must end as soon as the batter enters the batter's box and pitcher steps onto the mound.

1.7 WEATHER RELATED DELAYS

- 1.7.1 In the event lightning is spotted or reported within 5 miles of the field, all play will cease, and the players will clear the field immediately. Play will not resume until 30 minutes after lightning has last been spotted or reported within 5 miles of the field. If, in the umpire's decision, a game must be delayed due to rain or other inclement weather, all players will clear the field and play will resume only after the umpire determines it is safe to do so.
- 1.7.2 Any weather-related delay anticipated to last more than 45 minutes will result in the game being postponed. The Board Member on Duty (at his/her sole discretion) may shorten the wait time if there is sufficient belief that the weather will not clear within the 45-minute window. The game will resume where it left off when rescheduled.
- 1.7.3 Regularly scheduled league games will be rescheduled when the ambient temperature plus wind chill factor or heat index is forecasted to be below 40 degrees or above 104 degrees Fahrenheit. This guideline may also be applied to outdoor practices at the discretion of each Park's Board. The Peachtree City National Weather Service website <https://www.weather.gov/fcc/> will serve as the official standard for determining temperature.

1.8 CRITERIA FOR SEEDING END OF SEASON TOURNAMENT BRACKETS

- 1.8.1 Final regular season standings will serve as the primary means to determine seeding for the end of season tournament. The regular season is defined as the 10 games played throughout the course of the season and does not include any games played as part of a preseason kick-off or mid-season tournament. End of Season Tournament seeding is as follows:
 - a) Overall Record (Win/loss Percentage)
 - b) Head-to-Head Record of affected teams
 - c) Head-to-Head Run Differential of affected teams
 - d) Overall Run Differential
 - e) Coin Flip or other reasonable method as determined by the League Executive Board

SECTION II

JOINT LEAGUE RULES

2.1 SANCTIONING RULES

- 2.1.1 Sanctioning association(s) rules shall apply unless otherwise stated in these Joint Park Rules (i.e. USSSA, ASA, CSA, NSA etc.). This season we will be sanctioned by Southern Crescent (USA Softball).

2.2 MINIMUM EQUIPMENT

- 2.2.1 All catchers must wear a mask with a throat protector, helmet, shin guards (except 6U), and chest protector must be worn during all games and practices.
- 2.2.2 All batters and base runners must wear helmets with earflaps, and securely fastened NOCSAE approved face mask guard.
- 2.2.3 All pitchers must wear a face mask during all games and practices.
- 2.2.4 Players should make every effort to wear their team uniform or similar colors. However, a player who is unable to do so will be allowed to fully participate in the game.
- 2.2.5 Metal cleats are not permitted. Rubber sole cleats (recommended) or tennis shoes are authorized footwear during a game. Neither Players nor Coaches may wear open footwear (i.e., Crocs, Sandals, etc.) on the field during a game or practice.

2.3 FREE SUBSTITUTION

- 2.3.1 Free substitution rule: All girls present are placed in the batting order. Any 9 players (12U and above), 10 players (10U), or all players (8U and below) can play defense. Players can be rotated on defense at the discretion of the coach. However, each player must play defense at least every other inning.

2.4 MINIMUM NUMBER OF PLAYERS

- 2.4.1 **(6U)** At least 5 players must be present to start the game.
- 2.4.2 **(8U and above)** For a game to be official and the final score to be recorded in the league standings, the minimum number of girls to start and finish a game is seven (7). Should additional players arrive after the start of the game, they will be added to the bottom of the batting lineup in the order in which they arrive.
- 2.4.3 **(8U and above)** If one team has less than 7 players, a score of 1-0 shall be recorded in favor of the team with the minimum number of players present. If both teams have less than 7 players, a tie will result and a score of 0-0 shall be

recorded.

2.5 LATE ARRIVALS

If a player is late and has not arrived by game time, then that player should be added to the bottom of the batting order. If the player does not show by their turn to bat, then the player will be scratched from the line up without penalty. Any player showing up after the game has started must be added to the bottom of the line up in the batting order to play regardless of the inning.

An out will NOT be recorded for any vacant spot in the batting order for a team that is playing with less than the maximum number of players allowed.

2.6 PULL UP RULE AND LIMITATIONS

If a team is unable to field each playing position, ten (10) defensive players for 8U & 10U; and nine (9) defensive players for 12U & 13+, the coach has the right to pull up to three (3) players from the age group directly below (registered with the leagues recreation teams only; no travel teams) to reach the minimum number of players. The following limitations to this rule apply:

- a) A coach who pulls a player from a division below to play in a game must notify the head umpire and the opposing coach with the names of the player(s) during the home plate meeting before the game. If notification is not provided prior to the start of the game, the opposing coach may appeal to the umpire resulting in the offending team forfeiting any runs they scored during the first inning of play. An appeal under this rule can be made at any time during the game but must be made prior to the conclusion of the game.
- b) A player cannot be pulled up if they have a conflicting game for their primary team.
- c) Any pulled up player(s) must play the required minimum of defensive innings in that game.
- d) The pulled-up player(s) must be placed at the end of the batting order. Any late arriving roster players would then be placed behind the pulled-up player(s).
- e) A pulled-up player may not be used and will be considered illegal if that player is either:
 - i) from the same age group,
 - ii) from an older age group, or
 - iii) from an age group that is two or more divisions less than the team pulling up that player. (i.e., a 12U can only pull up a 10U, not an 8U or 6U)
- f) Games by teams using an illegal player will be forfeited.

2.7 PLAYER LEAVING GAME

- 2.7.1 Should a player become ill or injured or otherwise leave the game and is unable to bat, her position in the batting order is skipped and no penalty is assessed to the batting team. The coach will inform the umpire, official scorekeeper, and opposing coach that the player is being removed from the game. Scorekeeper will

make a notation in the scorebook "player removed".

- 2.7.2 The player may re-enter the game without penalty. She would resume her position in the batting order.
- 2.7.3 Should a previously uninjured player become injured while on base, a courtesy runner shall be allowed. The courtesy runner will be the player who was the previous out. **(EXCEPTION: Players who played the previous inning as Pitcher or Catcher may be bypassed as the last out.)**
- 2.7.4 **Ejection rule:** If a player is ejected from a game, the official scorekeeper shall make a notation in the scorebook "player ejected". The scorekeeper will alert the umpire on each succeeding time this player comes up in the batting order and an "out" shall be recorded each time. However, should the player batting before the ejected player receive a base on balls (intentional or unintentional), or is awarded First Base by the umpire, the ejected player will be "skipped" without an out being recorded and the next batter will come to the plate. Should a player be ejected while *on* base, an out shall be recorded. No courtesy runner will be allowed. If the ejected player is the 3rd out for the inning the player will be skipped in the batting order.

2.8 GAME START TIME AND LENGTH

- 2.8.1 On weeknights, forfeit time for the first game shall be 15 minutes after the scheduled start time. Forfeit time for succeeding games is game time.
- 2.8.2 On Saturdays, Forfeit time will be game time.
- 2.8.3 **(6U Only)** Each game is limited to seven (7) innings or sixty (60) minutes, finish the inning, whichever comes first. No new inning may start later than sixty (60) minutes after the official start time. A new inning will be considered started as soon as the final out is recorded in the previous inning.
- 2.8.4 **(8U, 10U, 12U, 13+)** Each game is limited to seven (7) innings or seventy-five (75) minutes, finish the inning, whichever comes first. No new inning may start later than seventy-five (75) minutes after the official start time. A new inning will be considered started as soon as the final out is recorded in the previous inning.

2.9 SCORING

- 2.9.1 A maximum of 4 runs may be scored by the same team in any inning.
- 2.9.2 **10 Run Rule:** If the home team is ahead by 10 or more runs at the end of 4 1/2 innings or the visiting team is ahead by 10 or more runs at the end of 5 innings, the game shall be considered complete. This rule shall not be in effect for playoff games.

2.10 GAMES ENDING IN A TIE

- 2.10.1 *During the regular season*, games may end in a tie and there will be **no additional tiebreaker innings after time has expired.**
- 2.10.2 *During the End of Season Tournament*, the **"International Tiebreaker Rule"** will

apply if a tie exists after regulation for 8U, 10U, 12U. and 13+

- a) **International Tiebreaker Rule** – The last two completed at-bats of the previous inning will serve as runners and will be placed at 2nd base and 3rd base for each team as the extra inning begins. The batter who is lower in the order will be placed at 2nd.

2.10.3 6U Games during EOS Tournament will play one inning past regulation time with regular Coach Pitch / Tee rules. 2nd Inning and beyond if needed will be played without the Tee. Players will still have 6 attempts to put the ball in play off the coach pitch foul ball on 6th attempt will result in an out.

2.11 GAME PROTESTS

2.11.1 If a game is protested, **a fee of \$50.00** must be paid immediately to the Board Member on duty with the type of protest and game situation accurately documented. This fee will go to the team that wins the protest.

2.11.2 Resolution of the protest will be by vote of the FCSA Executive Board.

2.11.3 The board member on duty may assist in trying to settle the dispute however the final authority for the decision resides with the umpire.

2.11.4 If the committee upholds the protest; the game will be replayed from the point of infraction.

2.11.5 Judgment calls cannot be protested.

Note: Coaches should be aware that the time clock does not stop when the protest is filed, and action is being taken.

SECTION III**RESERVED**

SECTION IV

6U SPECIAL RULES

4.1 FIELD OF PLAY

- 4.1.1** Distance between bases shall be 50 feet.
- 4.1.2** The intended pitching distance shall be 30 feet (as measured from the back of Home Plate) with an 8' radius circle around the pitcher's rubber.
- 4.1.3** Coach pitcher can pitch from anywhere inside the pitching circle.
- 4.1.4** A semi-circle foul line shall be placed 10 feet out from the back of home plate. A ball hit from the tee or a pitch not leaving this area is considered a foul ball. The semi-circle foul line itself is fair territory.
- 4.1.5** When using the tee, the batter must only contact the ball. If the Tee is struck instead of the ball this will result in a foul ball for that attempt; regardless of it crossing the foul line.

4.2 GENERAL

- 4.2.1** No Balls/Strikes will be called. A player will receive a minimum of 3 pitches and, if necessary, up to 3 swings from the tee. After the 3rd pitch, the player will be allowed 3 additional pitches or swings off the tee (equaling a total of six total attempts). If the sixth attempt is not a fair ball or does not cross the 10-foot semi-circle, the batter will be out.
- 4.2.2** Tee will be placed at the center of home plate and cannot be off-set.
- 4.2.3** After a batted ball, the pitcher-coach must leave the field of play (preferably the opposite direction from where the ball was hit.)
- 4.2.4** Batter may attempt to advance to as many bases at her own risk once the ball is batted into fair territory.
- 4.2.5** To avoid abusive base running, all play will halt, and the umpire will place the runner(s) at the nearest base(s) when, after a reasonable attempt at stopping the runner or recording an out, any of the following conditions occur:
 - a)** A batted ball is thrown to a defensive player who has both feet in the pitcher's circle. The defensive player does not have to catch or have control of the ball but must make an attempt to do so.
 - b)** A batted ball is carried into the pitcher's circle by any defensive player who has both feet inside the circle.
 - c)** A batted ball is held by a defensive player and stops advancement of the lead runner.

Note: Time will not be called if the defensive player runs the ball through the pitcher's circle attempting to put out a base runner.
- 4.2.6** Should an overthrow occur at either 1st, 2nd, or 3rd base all runners shall be allowed to advance one base at their own risk.
- 4.2.7** A coach for the offensive team will place the ball on the tee and adjust the height for the batter. To avoid injuries, the coach removes the tee

and bat from the field of play after the ball is hit.

- 4.2.8** All girls will participate in the batting line-up and in the field with a standard infield (**6 players, to include catcher**) or modified (**5 Infielders, no catcher**). If a team has less than nine players, a coach may leave any defensive position open.
- 4.2.9** If a team has 9 players, they must have a player at the Catcher position.
- a)** Catchers must have on a helmet with throat protection, chest protection, and leg protection to squat behind home plate. Any catcher not fully protected must play from the backstop.
- 4.2.10** Defensive Players in the outfield must start each play with both feet on the grass. Outfielders cannot enter the dirt area of the infield until the ball is struck by the batter.
- 4.2.11** Infielders, including the player pitcher, must remain at their designated position and must not leave their positions until the ball is struck by the batter.
- 4.2.12** Player pitcher must attempt to throw the runner out advancing to any base if they have either foot inside the pitching circle when fielding the ball.
- a)** Running the batter down or rolling the ball to a base will not result in an out.
- If there is no catcher the pitcher can make a tagged out for a runner headed from 3rd base to home plate.
- b)** If the player pitcher has both feet outside the circle when the ball is fielded, the player pitcher can make an out by any means in normal sanctioning rules.
- 4.2.13** The defensive team must provide a coach at the backstop.
- 4.2.14** Since coaches are permitted on the field of play, any interference of an offensive coach with the play will result in the batter batting over or, if in the Umpire's judgment was intentional and egregious, the batter or affected runner(s) will be called out. Any interference by a defensive coach will advance the runner(s) one base. All defensive coaches (2 max) must stay behind their players in the outfield.
- 4.2.15** Defensive team shall position their players so they are not within the baseline. The umpire may give the defensive coach a warning, however, if the rule is flagrantly violated an extra base(s) will be awarded to the affected base runner(s).
- 4.2.16** Players may use a Tee-Ball Little League bat.
- 4.2.17** The infield fly rule is waived.

SECTION V**8U SPECIAL RULES****5.1 FIELD OF PLAY**

5.1.1 Distances between bases shall be 60 feet.

5.1.2 The pitching distance for 8u will be 30 feet.

5.2 GENERAL

5.2.1 A standard infield will be used (including a catcher). Remaining players in the lineup may be played in the outfield. If a team has less than 9 players, a coach may leave any outfield defensive position open.

5.2.2 Defensive Players in the outfield must start each play with both feet on the grass. Outfielders cannot enter the dirt area of the infield until the ball is struck by the batter.

5.2.3 Defensive team shall position their players so they are not within the baseline. The umpire will give the defensive coach a warning, however, if the rule is flagrantly violated an extra base(s) will be awarded to the affected base runner(s).

5.2.4 The defensive team may provide a coach at the backstop. Backstop Coach cannot coach the batter or any of the Defensive players other than the Catcher. Care must be used to not interfere with the play or distract any of the players.

5.2.5 Since coaches are permitted on the field of play, any interference of an offensive coach with the play will result in the batter batting over or, if in the Umpire's judgment was intentional and egregious, the batter or nearest runner(s) called Out. Any interference by a defensive coach will advance the runner(s) one base. All defensive coaches (2 max) must stay behind their players in the outfield.

5.2.6 Runners will not be allowed to steal bases; however, runners are encouraged to lead off, but cannot leave their base until the ball is released by the player or Coach pitcher.

5.2.7 All play will halt when the defensive team has stopped the lead base runner and no other runners are making an active attempt to advance to the next base.

5.2.8 The infield fly rule is waived.

5.2.9 Unlimited fouls allowed on the 3rd strike.

5.2.10 Hybrid Pitching Rules will apply.

5.3 8u HYBRID PITCHING RULES**5.3.1 Player Pitch Phase**

a) Player-pitcher has 3 pitches.

- b) Batter either puts the ball in play, strikes out (called out or swinging) or game moves to the Coach Pitch Phase.
- c) Hit batsman from the Player-Pitcher results in a dead ball and the batter is awarded 1st Base.
 - **Batters leaning into the strike zone and hit by pitch will not be awarded 1st base. Play will result in a dead ball strike called against the batter.**

5.3.2 Coach-Pitch Phase

1. After the 3rd pitch from the player-pitcher, Offensive Coach is substituted, and any strikes carry over from the Player-Pitcher phase.
2. Coach Pitcher has 3 pitches. If the batter does not put the ball in play or swings and misses the number of pitches to equate to a third strike, the batter will be out.
3. Player-Pitcher shall remain with one foot within the pitcher circle and be even to, or behind the Coach-Pitcher until the ball is released. If no pitching circle is drawn, then the pitcher shall be within approximately five (5) feet of the pitching rubber until the ball is released.
4. The at-bat will continue if the batter fouls off the third strike. Unlimited foul tips are allowed on last pitch.
5. No walks will be awarded.
6. Coach-Pitcher must pitch from a standing position. The penalty for a kneeling coach-pitcher will be enforced and he/she will be removed from the coach-pitcher position.
7. Coach-pitcher is unable to coach batters or base runners. Cheers, terms of encouragement, or comments aiding the pace of play (ex. “good hit”, “good job”, “shake it off” “let’s go you are up” are permissible).
8. Coach pitches will be delivered to the batter in a fastpitch manner from the pitching rubber.
9. Coach-Pitchers **do not** have to make a full arm rotation.
10. No balls with excessive arc will be allowed.
11. Coach-pitcher has a duty to avoid coming into contact with a batted ball.
 - 11.1. If the coach is hit with a batted ball and in the umpire’s opinion **did** attempt to get out of the way of the batted ball, the play will be treated as a dead ball foul.
 - 11.2. If the coach is hit with a batted ball and in the umpire’s opinion **did not** attempt to get out of the way of the batted ball **or** interferes with a defensive player’s attempt to field the ball, the play will be called dead, and batter shall be called out. Runners shall be returned to their previous bases.
12. Runners may only advance on a batted ball. The ball is dead on the

throwback to the coach-pitcher.

13. A pitch from the coach-pitcher that hits the batter shall be considered a dead-ball strike, and the batter will not be awarded a base. If the hit batsman occurs on the final pitch from the coach, the batter will be deemed out.
14. Bunting is not allowed during coach pitch.

5.4 OVERTHROWS (8U Only)

Should an overthrow occur at any base, any runner(s) is/are allowed to advance **ONLY** one base (at her own risk). Runners may be tagged out if they attempt to advance more than one base.

If, after play ceases, the runner occupies a base beyond the one she was entitled to advance or steal, will be returned to the correct base by the umpire.

Throws made by the catcher to a player leading off the base will not result in an overthrow.

SECTION VI**10U SPECIAL RULES****6.1. FIELD OF PLAY**

- 6.1.1. Distances between bases shall be 60 feet.
- 6.1.2. The pitching distance for 10U will be 35 feet.

6.2. GENERAL

- 6.2.1. Runners **ARE** allowed to steal 2nd and 3rd Base. Stealing Home is **not** permitted.
- 6.2.2. Unlimited foul balls are allowed on 3rd strike.
- 6.2.3. There will be no walks (neither intentional nor unintentional)
- 6.2.4. Outfielders will start each play with both feet on the grass and cannot enter the dirt area of the infield until the ball is struck by the batter.
- 6.2.5. The infield fly rule is waived.
- 6.2.6. Courtesy and/or substitute runners may not be used.
- 6.2.7. Runners can only score on:
 - a) A batted ball
 - b) On a base awarded by the umpire (Hit batter, illegal pitch, etc)

6.3. Player Pitch Phase

- 6.3.1. Player-pitcher pitches until the ball is put in play, the batter strikes out, or 4 balls are called.
- 6.3.2. Hit batsman results in a dead ball and the batter is awarded 1st Base.
Batters leaning into the strike zone and hit by pitch will not be awarded 1st base. Play will result in a dead ball strike called against the batter.

6.4. Coach-Pitch Phase

- 6.4.1. After four (4) balls are called, the player-pitcher is substituted with the coach-pitcher and any strikes are carried over to the coach pitch phase.
- 6.4.2. Player-Pitcher shall remain with one foot within the pitcher circle and be even to or behind the coach pitcher until the ball is released. If no pitcher circle is drawn, then the pitcher shall be within approximately five (5) feet of the pitching rubber until the ball is released.
- 6.4.3. **ALL** pitches from the Coach-pitcher will be deemed a Strike.
- 6.4.4. Batter must put the ball in play. If she doesn't swing, or swings and misses, at the number of pitches to equate to a third strike, the batter will be out.
- 6.4.5. The at-bat will continue if the batter fouls off the third strike from the coach. Unlimited foul balls are allowed on the final pitch from the coach.
- 6.4.6. No walks will be awarded.
- 6.4.7. Coach-Pitcher must pitch from a standing position. The penalty for a kneeling coach-pitcher will be enforced and he/she will be removed from the coach-pitcher position.
- 6.4.8. Coach-pitcher is unable to coach batters or base runners. Cheers, terms of encouragement, or comments aiding the pace of play (ex. "good hit", "good job", "shake it off" "let's go you are up" are permissible)

- 6.4.9.** Coach pitches will be delivered to the batter in a fast pitch manner from the pitching rubber.
- 6.4.10.** No balls with excessive arc will be allowed (i.e. the arc should not go higher than the batter's helmet).
- 6.4.11.** Coach-Pitchers **do not** have to make a full arm rotation.
- 6.4.12.** Coach-pitcher has a duty to avoid coming into contact with a batted ball.
- 6.4.12.0. If the coach is hit with a batted ball and in the umpire's opinion **did** attempt to get out of the way of the batted ball, the play will be treated as a dead ball foul.
- 6.4.12.1. If the coach is hit with a batted ball and in the umpire's opinion **did not** attempt to get out of the way of the batted ball **or** interferes with a defensive player's attempt to field the ball, the play will be called dead, and batter shall be called out. Runners shall be returned to their previous bases.
- 6.4.13.** Runners may only advance on a batted ball.
- 6.4.14.** The ball is dead on the throwback to the coach-pitcher; however, the ball will be considered live if there is an attempt to make a play on a runner leading off. In no circumstance may the runner(s) advance.
- 6.4.15.** A pitch from the coach-pitcher that hits the batter shall be considered a dead-ball strike, and the batter will not be awarded a base. If the hit batsman occurs on the final pitch from the coach, the batter will be deemed out.
- 6.5 10U STOLEN BASE RULES**
- a) Runners are only allowed to steal in the player pitch portion.
 - b) Runners may not lead off until the ball is released by the pitcher. No warnings will be issued, play will be called dead immediately, and offending runner will be called out. Umpire should explain the situation (no pitch, which runner is out, etc).
 - c) Runners are only allowed to steal one (1) base per player pitch.
 - d) Runners are **NOT** allowed to steal Home.
 - e) A runner, attempting to advance beyond the base she was entitled to advance or steal, may be put out while between bases.
 - f) If, after play ceases, the runner occupies a base beyond the one she was entitled to advance or steal, will be returned to the correct base by the umpire.
 - g) If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purposes of throwing out an advancing runner.
- 6.6 10U Overthrows**
- a) Should an overthrow occur at either 1st or 3rd base and the ball enters foul territory, all runners shall be allowed to advance only one additional base, at their own risk.
 - b) On a steal attempt, the runner is not entitled to any additional bases beyond the one she is stealing and may be tagged out between bases.
 - c) Overthrows from the catcher trying to make an out on a base runner leading off or attempting to steal a base will not be penalized as an overthrow. Runner can only advance to the base where the overthrow occurred.

Section VII

12U and 13+ Rules

7.1 Field of Play

7.1.1 Distances between bases shall be 60 feet.

7.1.2 The pitching distance for 12U shall be 40 feet.

7.1.3 The pitching distance for 13+ shall be 43 feet.

7.2 Infield Fly Rule is in effect.

7.3 Dropped third strike is in effect.