



## Ark City-Winfield Coach Pitch Rules

This division is comprised of, players age 8 years and younger on, or prior to, **December 31** of the prior year. All rules and regulations are per the Amateur Softball Association (ASA) with the following exceptions.

1. Field: Baseline - 55 ft. Pitching Distance - 30 ft.
2. Equipment: An 11-inch ball provided by the Association will be used. No **metal** cleats will be permitted. Helmets with **chin straps and facemasks** are required for the Batter, On-Deck Batter and all runners. Full protective equipment is required for catchers including helmet and mask with throat guard (built on or added).
3. Bats must meet ASA Bat Rule. Approved bats will be identified with the **ASA 2000 or ASA 2004 seal; (painted, not a sticker) and NOT the ASA Banned bat list, or an ACGFSA sticker**, which must be on the bat at the time of use. A batter found to be batting with an unapproved bat, if still at bat, will obtain an approved bat and complete her turn at bat. If the unapproved bat is found after completing a turn at bat, but prior to the next pitch, if not already out, the batted-runner will be declared out and any advancement of base runners by the batter becoming a base runner will be nullified. Runners will return to the base last touched prior to the last pitch to the batter.
4. Time limit: 1 hour & 15 min.
5. Games will be 5 innings, however, three and one-half (3.5) innings will constitute a complete game.
6. In the event of a tie at the end of 5 innings or the time limit has expired, the game will continue play using the International Tie Breaker rule up to two additional innings. After two ITB innings is completed the game will result in a tie.
7. If the time limit expires with the home team batting and leading in the score, the game will be called a complete game and the game will end.
8. A team may play with only eight (8) players. Less than eight (8) will constitute a forfeit. If a team plays with only eight (8) players, one automatic out will be taken, as placed in the batting lineup by the shorthanded team's coach.
9. All players who report for the game will bat. No change in the batting order will be permitted beyond the physical ability to bat. A player arriving late to a game shall be allowed to play and will be added to the bottom of the lineup.
10. Each coach or designated parent will pitch to his or her own team underhanded only. Pitcher may pitch anywhere within the circle. There will be no walks or umpire call strikes, only swinging strikes.



11. Each batter will receive 5 pitches and may swing at all 5. A batted ball declared foul will not be strike three or the last pitch. The batter will receive additional pitches until the batter does not hit or until the ball is hit fair. If the ball is not hit, the batter is out.
12. No Bunting. Result: Ball is dead and a strike is called on the batter.
13. No Infield-Fly rule.
14. The player/runner may lead off the base after the pitcher pitches the ball. The only way a player may advance is for the ball to be hit or a play to be made on the runner. **Penalty: For leading off too early from the base, runner will be called out.....**
15. After five (5) runs are scored or three outs are made (whichever comes first) by the batting team in ½ inning, the sides are changed and the fielding team takes their turn at bat. **Exception:** All runs will score on an over-the-fence home run.
16. Any intentional interference by the adult pitcher is an automatic out of the batter and the ball is dead runners must return to base previously held. Any unintentional interference, ball is dead and batter and runners are awarded one base. **Example: Line drive hits pitcher as pitcher is trying to get out of way or has no time to get out of way....ball is dead, batter awarded first base and each runner will move up one base**
17. The adult pitcher may not coach the batter-runner after the ball has been hit. The adult pitcher may assist the batter with positioning.
18. After the ball is hit, the coach-pitcher shall leave the field to foul territory **opposite of the batted ball** and shall not return to the pitcher's circle until the umpire has called time. Penalty: Interference may be called and the runner closest to home plate called out.
19. The defense will be permitted to use four (4) outfielders and must be positioned on the grass **or a minimum of 8 feet behind the direct baseline from first to second and second to third.**
20. The defense will be permitted to have one coach in the outfield giving instructions.
21. **Time shall be called and play will be over** on an attempted play on a runner at first base or third base, with any throw results with the ball in foul territory. **Or, the advancement of the lead runner has been stopped.** A runner which has achieved ½ the distance advancing between bases, as indicated by a chalk line and position of the runner at the time the ball is declared dead by the umpire may be advanced to the next base as determined by the umpire. **If play made on runner at second base, with overthrow to second base-runner is awarded one base.**
22. If a player is injured or is unable to continue playing for any reason, the player shall not be allowed to re-enter the game for six outs. **No automatic out shall be called.** If the player is a runner, the player that is in the batting position immediately before the injured player and not on base shall become the pinch runner.
23. Wednesday night will be rainout makeup night. Games will be scheduled in the order of the rainout.



24. Time will be called as soon as the ball is thrown back to the pitcher, crosses the pitcher's circle or lead runner has been stopped.
25. Home team will occupy the 3rd base dugout.
26. **UNSPORTSMANLIKE CONDUCT** will not be tolerated. Umpires and Supervisors have the authority to remove players, coaches and spectators from the game for unsportsmanlike conduct if deemed necessary. **ANY ARGUING ON THE JUDGEMENT OF BALLS, STRIKES OR PLAYS AT A BASE WILL CONSTITUTE A TEAM WARNING. ANY REPEAT OFFENSES SHALL RESULT IN THE EJECTION OF THAT TEAM MEMBER OR COACH. REMEMBER...SPORTSMANSHIP BEGINS AT THE YOUTH LEVEL.**

### **Zero Tolerance Code of Conduct Policy:**

Arkansas City Girls Fastpitch Softball Association and Winfield Recreation Commission sponsored leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport in which they participate. Any player, team, manager, coach or spectator who displays any form of unsportsmanlike conduct such as flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone, threatening or purposely touching a league official before, during or after a game may be suspended from the league and/or all leagues sponsored by the Recreation Commission. In addition, the team may be placed on probation. **Fees will not be refunded.**

Any person(s) ejected from the game shall leave the facility immediately, **NO SIGHT/NO SOUND.** Failure to do so will warrant a forfeiture of the game by the offending team. The coach or manager shall be responsible for actions by his/her players and spectators and for informing them of all rules. Badgering or taunting the opponents, officials or spectators is strictly prohibited and is grounds for suspension. This individual will be suspended from the complex for the next scheduled game. Second offense of this policy is automatic suspension for the remainder of the season.

**SPECIAL EMPHASIS WILL BE PLACED ON MISCONDUCT AND PROFANE LANGUAGE. UMPIRES WILL BE INSTRUCTED TO ENFORCE THIS RULE AND ANY VIOLATION BY PLAYERS OR COACHES WILL RESULT IN AN AUTOMATIC EJECTION AND ONE GAME SUSPENSION.**

### **SPECIAL BLOOD RULE:**

If at any time an umpire sees blood on the uniform or body of a player, a coach, or an umpire, the game should be stopped and someone from the dugout should treat the wound by cleaning and covering the area. If the uniform has blood on it, have the player exchange that part regardless of jersey, pant, or undershirt color. There will be no violation for a wrong color. The umpire does not have to determine whether a uniform is saturated or not with blood--just have the player change the article with blood. If the umpire feels it will take too long, he should have the player leave the game and have a substitute report for the injured player. Regular re-entry and substitution rules played locally will apply. A team can play short-handed if necessary.