

NEWBURGH GIRLS SOFTBALL

MACHINE PITCH OR COACH PITCH/8U RULES

PRIORITIES

As coaches, we must patiently work together with parents, umpires, and players to make this a positive and learning experience for everyone. As coaches, win or lose, our first priority is to teach this game to some very impressionable young ladies! And teach them to have fun no matter the score!

GENERAL

- First 2 teams playing on a day are responsible for field set up. Last 2 teams playing are responsible for field tear down. Each team is responsible for scorekeeping; one parent from each team is required to be at the scorers stand. The scorer's stand is a neutral area. Parents can yell for their kids, but no coaching, no questioning the umpire and no negativity towards the other team will be allowed in the scorer's booth.
- Each game will have a time limit of 75 minutes, a new inning will not start after 60 minutes, the Umpire will call last inning. **NO GAME WILL LAST LONGER THAN 5 INNINGS**
- Games that end in a tie at the end of the last called inning, **WILL STAY A TIE, on a school night. A game will be played out until there is a winner after the school year or on weekend. If the game is going to be played out due to it being a weekend or at a make up time, the game will be played out using the International Tiebreaker (the inning starts by the last being placed on 2nd base, next batter in the lineup will be up as normal.**
- In case of rain, during the game, the umpire will make the decision to call the game. If a game is called, it will be considered a complete game if 3 innings have been completed. If the game is not completed due to rain, it will pick up where it left off at a later date **to be scheduled by both teams.**
- 2 coaches will be allowed in the defensive outfield with one on each foul line and one may stand outside the dugout to help instruct.
- Each team will have a base coach at 1st and 3rd and a coach may be at the plate to assist in coaching the batter and assisting umpire with positioning the catcher.
- ***A parent must be assigned to the dugout during the game.*** This is in addition to the field coaches. Only one player will be allowed in the on-deck circle. All other players must stay behind the fence in the dugout.
- **For Pitching Machine:** A pitching machine will be used with the speed setting at 35mph. Pitching distance is approximately 35 feet. Batters will receive 5 pitches. If on the 5th pitch, the batter makes contact with the ball and it is called a foul ball, the batter will receive an additional pitch to put in play. This will continue until the batter either hits the ball in play or the batter misses the pitch. The umpire will feed balls into machine to judge good and bad pitches and to be in a better spot to make calls.
- **For Coach Pitch:** A coach will stand in front of the pitching machine (if machine is present) with a least one foot in the pitching circle. The batter will get 5 pitches, if the 5th pitch is a foul ball, the batter will receive an additional pitch.
- Each team will send a representative to the pitching machine prior to the game to adjust the pitching machine. Coaches, with the umpire's consent, may adjust the pitching machine during the game, as necessary, only at the end of a complete inning. *This must be done prior to game start time.*
- **If at any point during the game, a team is leading by 15 runs, the game will be called.**
- Helmets with facemasks must be worn by the batter, all base runners, and the on-deck batter. Chin straps on helmets are mandatory. *Helmets must remain on until the player gets back inside the dugout. The umpire may issue a warning for removing the helmet on the field. The team may be given an out for subsequent incidents.*
- Only bats endorsed by the ASA may be used in games. They must say "Fastpitch" on them. No t-ball bats or baseball bats are permitted.
- The umpire may issue a warning for throwing the bat. The batter may be called out for subsequent incidents.

- Coaches are allowed to disagree with an umpire. Please do this in a low tone, respectful way. Coaches who are yelling and screaming at an umpire may be ejected from their game. A coach who is ejected will face a one game suspension from the 8u League President.
- Fans who question an umpire may also be asked to leave the park. Fans ejected from the park could also be banned permanently from the park by the board of NGS at the recommendation of the 8u League President.
- No stealing, no leading off, and no infield fly rule.
- During the course of the game, no player may sit out more than one inning unless every other player on the team has sat out at least one complete inning. No player may sit out 2 consecutive innings. Catchers must wear catcher's mask with helmet, chest protector, and shin guards. They must be assisted between innings by a coach. Catchers must be in the catcher's position squatted down behind home plate for each pitch. **A caught fly ball WILL NOT be called an out if the catcher did not start in catcher's position in the catcher's box.**
- The tournament will be scheduled to start after all scheduled games, rain outs, and make ups have been played. Typically, it will start on the Monday night after all league games have been played. Highest seeded team in each game will be the home team.
- **Coaches are not allowed to touch or assist a player, in any manner, while the player is on base. A warning can be given and the next offense can result in an out being called.**

PLAYING RULES

- Each team will be allowed to play 10 players on defense; 4 outfield positions, 4 infield positions, pitcher, and catcher. 8 is the minimum number of players to play a game. There is a "call-up" list of 6u players to be used if you will have less than 8 (this list can be provided by the 6u president). Players positioned in the outfield must be standing in the outfield grass prior to each pitch.
- Pitcher must remain in pitching circle until the ball is hit, the pitcher must start even with the pitching machine or **pitching coach**, when the ball is pitched. No infielder other than the catcher may be closer to the batter than the pitcher.
- *Pitchers may not run and touch home for a force out. They can tag any runner advancing to home, outside the batters box or may throw to the catcher at home.*
- No defensive movements once an inning begins unless a player is injured or needs to be removed.
- Bat all players present on your roster. Players arriving to the game late will be placed at the end of the batting order.
- Outs will be enforced just as in regulation softball. When a team scores 5 runs in an inning before making 3 outs, teams will automatically change at the next dead ball except in the last inning. The last inning called by the umpire, and all subsequent innings, will be unlimited runs.
- Ball is dead and the batter and runner(s), **if forced**, are awarded one base if the ball inadvertently hits a coach or the pitching machine.
- All base runners must attempt to avoid a collision with the defending players. Failure to avoid a collision MAY result in the base runner being called "out". The decision to call a runner out for not attempting to avoid a collision rests solely with the umpire.
- Defensive players are not to block a base or interfere with runners reaching the base.
- **Runners may advance only one base on an overthrow attempt to make an out or stop play. This overthrow is only at 1st base.**
- A base runner running through first base on a ball hit into fair territory may return to the base safely unless the runner makes an attempt to advance to 2nd base. The defensive player may tag out the runner on an attempt to advance. **If you are coaching at first base, teach your runners to run through the ORANGE BAG if they are running through first base**
- Once a ball is batted in to play, the defensive team can stop play in the following manner:

*An infield position player holding the ball in the air while standing in the base path in front of the lead runner. Runners behind the lead runner may advance if more than half way to the next base. Umpire will make the call.

*The player in the position of the pitcher holding the ball while standing inside the pitcher's circle. At the point where the pitcher calls time out while inside the pitcher's circle, the umpire will determine the placement of base runners based on the location of the lead runner. The lead runner will be placed on the closest base in regard to their current position.

Runners may continue to advance until the play is stopped by the defensive team properly calling time.

Prior to the start of the game, coaches will meet and exchange their batting lineups and defensive alignments.

- - Players must alternate between infield and outfield/catcher.
-In the last inning, called by the umpire, Players can play wherever coaches place them.
-If there are extra Innings – There are no defensive rules for extra innings. Anyone can play anywhere as much as the coach wants.
- Outfielders are not permitted to move into the infield to make the first attempt on a ball hit to an infield position. Outfielders may only cover a base on over throws, run downs, etc. Basically any play that pulls the normal fielders away from the base and leaves it uncovered. Outfielders may not run base runners down after fielding a ground ball as a first out attempt.

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