

Twin Valley Rec 2023 - 8U GIRLS COACH PITCH DIVISION

Unless otherwise stated below, follow OHSAA rules*

Field Set Up:

- ~Bases- 60 ft
- ~Pitching distance 35 ft from front of the pitching rubber to the point of home plate
- ~6 foot in diameter circle must be marked around pitching mounds
- ~Foul lines should be clearly marked

General:

- ~Two-hour time limit or six -inning games. If time expires during an inning that inning will be completed. 2.5 hour drop dead stop. Time starts from the first pitch.
- ~Game time is forfeit time. Umpires may use discretion in unique circumstances.
- ~Eleven (11) inch softball will be used
- ~Eleven (11) players may play defense. No more than six (6) players allowed in infield positions. Late players will be inserted at the end of the lineup. Late players cannot be added after first rotation of batting order. Each player will play 3 innings of defense
- ~Players that are on the roster of a team with our league only (TVR) and in a lower division may be brought up to fill vacant positions. This must not interfere with the scheduling of the players primary team. The player that was brought up must wear the uniform of his/her roster team (cannot wear uniform of team subbing on), play in the outfield and bat last.
- ~On Defense, you can have Two (2) coaches in the field of play, for instructional purposes only. Coaches may not assist (physically) a Fielder, Runner or Batter. First Violation of this rule a warning will be given, second violation the child will be called out.
- ~Maximum six (6) runs or three (3) outs per ½ innings. However, 6th inning (or beyond) will be played to 3 outs, no maximum on runs.
- ~Run Rule: sixteen (16) runs after four (4) innings or ten (10) runs after five (5) innings.
- ~If a player permanently leaves the game (due to injury or illness) before the conclusion, cross their name off the batting order. An out will not be recorded when the vacant spot comes up in the batting order, notify the opposing team prior to the first pitch of the following batter.
- ~Two players (ie: catcher and pitcher) may not be attempting to make a play at home at the same time, one player may back up another, both cannot be covering at the plate. Runner will be safe if umpire declares runner impeded by players.

Batting

- ~No walks, No bunting. Teams will bat all players on their roster in a predetermined order.
- ~Throwing of the bat: first offense batter & coach will be officially warned. Second offense batter will be called out.
- ~Maximum five (5) pitches or three (3) strikes. Foul ball will not count as fifth pitch or third strike.
- ~ Overhand pitches will be counted as an illegal pitch and count against the pitch count, coaches are encouraged to keep the pitch as flat as possible
- ~A batter who does not swing at the 5th pitch will be called out on strikes, regardless how many strikes they have on them.

Base Running

- ~Runner may not leave a base until the batter has hit the ball
- ~Infield fly rule is not in effect
- ~Runners may advance (1) base per overthrow when attempt is made to get a runner out.
- ~When a ball is hit to the outfield runners may continue to advance until an INFIELDER has control of the ball in the infield. OUTFIELDERS CANNOT RUN INTO INFIELD AND CALL TIME. A Non controlled ball will be considered LIVE. If the runner has not stopped running and is making an attempt to another base and time is called and the umpire grants the time out, the player may continue to the attempted base. Umpire decision is final.
- ~Runner must stay in baseline.

Equipment

- ~Catchers gear: Catchers must wear a protective helmet, catching mask, chest protector, and shin guards. Equipment must be in good shape
- ~Uniforms: players will be furnished a uniform based on each league's general policy. Players must wear this uniform for the games. Uniforms may not be altered as to be different from the rest of the team, unless he/she was brought up from another team.
- ~No barrel restrictions.
- ~Batting helmet must be used, face mask on helmet is optional.

Dead Ball

- ~ A batted ball that strikes a coach in the field will result in a no pitch. The ball is dead and will be replayed. No runners will advance. A coach purposely interfering with a batted ball will result in the batter being called out and the umpire may restrict a coach to the bench or eject him/her for repeated violations of this rule.

Pitcher

- ~Player playing pitcher must wear a mask or helmet with cage.
- ~Players in the pitcher position must remain within the marked circle and parallel to the pitching rubber or line until the ball is in play. (If the pitching rubber is set up for older kids you may allow the pitcher to stand parallel to the coach).
- ~Only Coaches or an adult chosen by the coach will pitch for his/her own team. Parents may not enter the field to pitch for their child.
- ~After a batter hits the ball, this coach shall remain motionless. If a coach interferes with the play the ball is dead. The umpire may restrict a coach to the bench or eject him/her for repeated violations of this rule.

Conduct and Sportsmanship

Team shall not heckle, make fun of opposing team. Cheers are allowed but should not be directed at opposing players. NO use of any alcoholic beverage or tobacco product within the confines of the playing field, dugout or bench. The purpose of the league is to provide quality instruction which promotes sportsmanship, teamwork, development, participation and fun. Individually to develop technical skills this will enhance the ability, desire and confidence of each player. It is the coach's responsibility to instill this concept into all participants and their parents. e. If anyone associated with your team loses sight of these objectives, please remind them that this is about children playing a game. Our job, as parents and coaches, is to facilitate a fun learning experience, and to lead by example. Often the way we react to things on and around the field teaches them more than the game itself. f. Fans & coaches will not harass umpires or players. Belligerent fans & coaches will be asked to leave the playing field boundaries, or risk forfeiting the game.