



# **2017 DYA Softball Rules**

## **Coach Pitch**

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# 1 Program

## 1.1 League Definition

- 1.1.1 The **Coach Pitch** league is designed for girls interested in playing recreational softball and is for girls in the 1<sup>st</sup> and 2<sup>nd</sup> grades.
- 1.1.2 Except under the most extraordinary circumstances no students in grades higher or lower than the eligibility for the respective league will play in **Coach Pitch**. Exceptions must be approved by the League Commissioner.
- 1.1.3 Except in a call up situation (see Rule 3.4), players will only be allowed to “play-up” if a parent is either the Head Coach or the named Assistant Coach. Exceptions to grades must be approved by the League Commissioner.

## 1.2 Uniforms

- 1.2.1 Visors and socks are included in the fee paid to DYA. A grey and green jersey set is required for participation in games. For home games, players wear the green jersey and for away games, players wear the gray jersey. Players will provide white, black, or gray softball pants (color to be determined by the team). Players are to wear their uniforms when playing in any game. Shoes with metal cleats are NOT allowed in any league.

## 1.3 League Play

- 1.3.1 **Coach Pitch** is a non-competitive league, with all games played for the enjoyment and instruction of the players. Coaches are permitted in the field of play during an inning.
- 1.3.2 There are no post-season tournaments. Each player is awarded a participation trophy at the conclusion of the season.
- 1.3.3 Games will typically be scheduled Monday through Saturday.
- 1.3.4 Rainout games may be scheduled on Sundays, if necessary.
- 1.3.5 Umpires are not used in this league. Coaches are expected to make impartial calls.

## 1.4 Player Team Assignments

- 1.4.1 All **Coach Pitch** players are assigned to teams by the league. There is no Draft for **Coach Pitch**.

## 1.5 Rules Basis

- 1.5.1 The Ohio High School Athletic Association (OHSAA) Softball Rules, which are based on the National Federation of High School Rules (NFHS), are the basis for the DYA Softball rules; however, rules within this rule book supersede the OHSAA rules.

# 2 Game Procedures

## 2.1 Game Schedule

- 2.1.1 Games must be played at the scheduled dates and times, unless approved by the League Commissioner.

### 2.2 Game Start - Minimum Number of Players

*NOTE – Forfeit does NOT mean a game is not played; rather, it only refers to the outcome (win or loss) of the game.*

- 2.2.1 ALL teams must field eight (8) defensive players to start a game. Games may be delayed up to 15 minutes, but the end time remains the same, 1 hour 30 minutes, from the scheduled start time. If delayed, the game will begin the instant the eighth player arrives.
- 2.2.2 Teams with fewer than 8 players after a 15-minute delay must forfeit the outcome of the game; however, a game will be played as described below. There will be no forfeits resulting in a game not being played.
- 2.2.3 If a team has fewer than 8 players show up for the game, they may borrow players from the opposing team for defense. If both teams are lacking players, coaches may divide up the available players fairly to field two teams.

### 2.3 Game Duration

- 2.3.1 A game will consist of seven (7) innings or 1 hour and 30 minutes from the scheduled starting time (regardless of when the game actually started), whichever comes first.
- 2.3.2 The Home Team's head coach will be the time keeper.
- 2.3.3 The start of an inning is the time when the last out was recorded in the bottom of the previous inning. For example, if the last out of an inning is made at 1 hour, 29 minutes, 59 seconds after the scheduled start time, the next inning is to be played even though the batter will not come to the plate until after the 1 hour and 30 minute time limit.

### 2.4 Complete Games

- 2.4.1 Games will be considered complete when the time limit has been reached as described in Rule 2.3 or seven (7) complete innings have been played (6½ innings if the home team is winning).
- 2.4.2 If the time limit has not been reached, a full 7 innings has not been played due the home team winning after 6½ innings, AND both head coaches agree, the bottom half of the 7<sup>th</sup> inning may be played up until the 1:30 time limit is reached, which is considered a drop dead time in this situation.

### 2.5 Rainouts and Makeups

- 2.5.1 Games suspended by weather are considered complete and official if 4 innings have been played (3½ if the home team is winning).
  - a. If fewer than that has been played, the game will be considered "rained out."
  - b. If a rain out occurs after the 4th inning and a partial inning is played, the final score is determined by the last complete inning.
- 2.5.2 Makeups, if any, of rained out games will be rescheduled as soon as possible at the direction of the League Commissioner, Program Director or Athletic Director. Their decision is final as to game date, time and location.

### 2.6 Ties

- 2.6.1 During the regular season if the game is tied after 7 innings, it shall be scored a tie. Extra innings are not played, even if the time limit has not been reached.

### 2.7 Pre-Game Warmups

- 2.7.1 There will be NO batting practice on the field of play fifteen (15) minutes prior to the game's scheduled starting time. Furthermore, there will be NO soft-toss or pepper permitted at any time. Soft-toss is hitting the ball into any fence or net as a batting practice alternative. Pepper is hitting/bunting a soft pitched ball back to the pitcher, usually outside the field of play. Both are dangerous to players and fans and soft-toss is destructive to the facilities.
- 2.7.2 Violations of the no-soft-toss or pepper rule can subject the coach to disciplinary action by the Program Director.
- 2.7.3 Each team shall have 7 minutes of infield warm-ups prior to the start of each game. Home team shall have infield warm-ups first. All infield warm-ups will be completed by one (1) minute before scheduled starting time.
- 2.7.4 Infield warm-ups will be shortened or eliminated in order to keep game start times on schedule. This is particularly important on Saturdays and evenings when more than one game is scheduled on the field. Game start times are to be kept on time.

### 2.8 In-Game Warmups (between inning halves)

- 2.8.1 Games are to be kept moving along. One (1) minute between inning halves is an acceptable limit.
- 2.8.2 Coaches should have players ready to take to the field, etc. immediately after the half inning ends. Batters should be ready to take their at bat as soon as the coach-pitcher finishes their warmup.
- 2.8.3 Infield/outfield warmups are permitted between innings as long as it does not delay the game AND must only be used while the coach-pitcher is taking their warmup pitches.
- 2.8.4 Coaches are encouraged to have parent helpers at the bench to assist the girls getting helmets on and off and getting the catchers ready to go.

### 2.9 Coaches, Players and Fan Expectations

- 2.9.1 Players are to remain on the bench unless involved in play. In play includes warming up, on deck, or other legitimate direction from the coaches.
- 2.9.2 Players, coaches, and scorekeepers are the only persons allowed to be on the team bench after the game starts.
- 2.9.3 Up to two (2) defensive coaches are permitted on the field.
- 2.9.4 Coaches, other than base coaches and the two (2) defensive coaches, are required to remain in the dugouts behind the fenced areas.
- 2.9.5 Fans are required to remain well back of the playing field.
- 2.9.6 Players, coaches and fans are not permitted directly behind the backstop and must move if requested to do so by a coach.
- 2.9.7 Head Coaches and Assistant Coaches are expected to exercise influence over the fans. Games can be terminated for fan unruliness; but this is an extreme measure and is to be avoided except under the most extreme circumstances.
- 2.9.8 Players, coaches, or spectators may NOT harass the batter, base runners, coach-pitcher, or fielders.
- 2.9.9 Game termination is at the sole discretion of the head coaches.

### 2.10 Injuries

- 2.10.1 The player's health comes first.
- 2.10.2 If a player is hurt, the game will be stopped at the appropriate time (typically when the play is over).
- 2.10.3 Concern for the player is the responsibility of all coaches.
- 2.10.4 The injured player will sit out that half of the inning in which the player was injured.

### 2.11 Field Setup and Cleanup

- 2.11.1 If necessary, HOME TEAM WILL SET UP THE FIELD, such as laying out the bases and ensuring the pitcher's plate (rubber) is at the proper distance from home plate.

League	Base Length	Ball Used
Coach Pitch	45 feet	11" Worth Sof-Dot (Blue Dot)

- 2.11.2 Both teams are required to clean up their respective areas, picking up paper and disposing in trash barrels.
- 2.11.3 VISITING TEAM WILL TAKE UP THE BASES and put them in the dugout or on the bench.

### 2.12 (Not Used)

### 2.13 (Not Used)

### 2.14 Scorekeeping

- 2.14.1 Scorekeeping is at the discretion of the head coaches.
- 2.14.2 Softball instruction is the focus, not winning or losing.

## 3 Participation Rules

### 3.1 General

- 3.1.1 All players are to be treated fairly with respect to other players.
- 3.1.2 Coaches' failure to comply with the Participation Rules will place the coach's action up for review by the Program Director and may subject the team to forfeiture of a win or subject the coach to disciplinary action.
- 3.1.3 Players arriving after the 13<sup>th</sup> out (1<sup>st</sup> out of the 3<sup>rd</sup> inning) of the game need not be played, but may be at the discretion of the head coach. Said late player is added to the bottom of the batting order, if played.
- 3.1.4 If a player is a discipline problem, the amount of playing time on defense will be at the coach's discretion. The coach is to inform the player and player's parent(s) why the player will not play the number of innings described below. ***Before the game, the coach is also to inform the opposing coach of any player who will not be playing the number of innings described above.***

### **3.2 Batting Order**

- 3.2.1 All players listed on the roster shall be included in the batting order (if at the game).
- 3.2.2 Every team member will be in the batting order even if that team member was not in the field the prior ½ inning.
- 3.2.3 There will be no designated hitter.
- 3.2.4 Players arriving after the start of the game will be added to the end of the batting order.

### **3.3 Defensive Innings Played**

- 3.3.1 Free substitution of defensive players is allowed.
- 3.3.2 No player will sit the bench in consecutive innings.
- 3.3.3 Each player must play the number of innings on defense shown in the table below, based on the number of players available at the start of the game and defensive innings played by her team, provided the player:
  - a. Is present at the start of the game.
  - b. Has not been a discipline problem.
  - c. Does not leave prior to the end of the game.
  - d. Is not injured during the game.

#### **Coach Pitch** (10 defensive positions)

<b>Defensive Innings</b>	<b>Players at Start of Game</b>					
	<b>15</b>	<b>14</b>	<b>13</b>	<b>12</b>	<b>11</b>	<b>≤10</b>
<b>4</b>	2	2	3	3	3	4
<b>5</b>	3	3	3	4	4	5
<b>6</b>	4	4	4	5	5	6
<b>7</b>	4	5	5	5	6	7

- 3.3.4 At any point during the game, no player will have sat the bench one inning more than any other player.
- 3.3.5 Each team shall rotate all players through infield and outfield positions throughout the season. All positions in the outfield are considered one position. No player should have to play only outfield every game if this is not what the player wants to do.

### **3.4 Call Ups - Coach Pitch to Minors:**

- 3.4.1 If a **Minors** team will have 10 or fewer, they may call up a player from the **Coach Pitch** league).
- 3.4.2 The player called up to play may not miss her own game to play up.
- 3.4.3 All the players on the team's roster will play at least the same number of innings as the player called up - provided the team's regular player(s) are present at the start of the game.
- 3.4.4 No called up players may pitch.

### 4 Ground Rules

#### 4.1 Playing Conditions

- 4.1.1 Ground rules (playing conditions such as a muddy spot in the infield, or field anomalies such as a hole in the fence) will be discussed before each game.
- 4.1.2 Coaches have the responsibility for making any changes to the ground rules to protect the fielders or batters in the game.

**NOTE** - Coaches are NOT to change rules (i.e., do not make agreements that alter league rules such as on overthrows).

#### 4.2 Dugout Assignments

- 4.2.1 Home team will sit on the first base side.
- 4.2.2 Visiting team will sit on the third base side.

#### 4.3 Base Coaches

**NOTE** - Base Coach Boxes are not drawn on the diamond; however the area near 1<sup>st</sup> or 3<sup>rd</sup> base, approximately 3-4 feet in foul territory extending approximately 15-20 feet towards home plate from the base, should be considered the Coach's Boxes.

- 4.3.1 Base coach boxes are in play.
- 4.3.2 Base coaches must stay in the vicinity of the base they are coaching.
- 4.3.3 Base coaches are not permitted to influence play by touching a runner (i.e., pushing a runner off the base, grabbing a runner to prevent overrunning the base, etc.).
- 4.3.4 Base coaches must be adults only. Players may not coach bases.

#### 4.4 Balls Out of Play

- 4.4.1 Out of play shall be that area beyond a line (real or imaginary) extending indefinitely from the outside poles of the backstop fences, parallel with the foul lines. The coaches shall rule whether the ball has gone out-of-play and will make the appropriate rulings.
- 4.4.2 A ball that lands in fair territory beyond first (1<sup>st</sup>) or third (3<sup>rd</sup>) base and subsequently bounds out of play shall be a ground rule double.
- 4.4.3 Any ball dropping in fair territory in front of an outfielder and bounding out of play (including fair balls that roll under or bounce over the outfield fence) shall be ruled a ground rule double.

#### 4.5 Time Outs

- 4.5.1 Time out may be called by a head coach at appropriate breaks in the game; i.e., not in the middle of a play in order to stop a runner from advancing.



## 5 Local Rules

### 5.1 Batting

#### 5.1.1 Bunting is not allowed in Coach Pitch.

PENALTY: Batter is out, runners return to their bases.

#### 5.1.2 Players are permitted six (6) attempts to put a ball in play.

- a. If the batter does not hit the ball on the sixth try, she is out, with the following EXCEPTION:  
If a player hits a foul ball on the sixth attempt, she will have an additional attempt.
- b. There are no strike outs, walks or hit by pitches (HBP) in this league.

#### 5.1.3 Thrown Bats/Objects

- a. Bats or any other items thrown in anger may subject said player to disqualification. There will be no warnings for objects thrown in anger.
- b. A player who throws the bat, regardless of whether the ball was hit fair, foul or missed it altogether, shall immediately be called out and all base runners are returned to their bases. No warnings shall be issued for thrown bats.

#### 5.1.4 Batting Order - If a player leaves the game for any reason, and their "at bat" comes up, the player's "at bat" will be skipped without penalty.

### 5.2 Base Running

#### 5.2.1 **Sliding** - It is DYA's objective to teach and encourage proper sliding. Whether or not to slide is at the discretion of the player; however, a base runner not sliding **must** avoid collision with the fielder or be called out.

In all leagues, players are to avoid flagrant contact. Flagrant contact will not be tolerated and may result in disqualification.

#### 5.2.2 Lead Offs are not permitted in any league.

- a. Base runners shall not be off the base prior to the pitched ball reaching home plate.  
PENALTY: Base runner is OUT.

#### 5.2.3 **Base Stealing** - For purposes of DYA, the definition of stealing shall include advancing a base by stealing, advancing a base on a wild pitch, and advancing a base on a passed ball.

- a. Stealing is not allowed in Coach Pitch.

#### 5.2.4 Ball In Play:

- a. When a ball is hit to the outfield, the ball is in play until the ball is returned and controlled by any player who is positioned within the baselines, all base runners are on their bases and time is called at which time the ball becomes dead.
- b. When the ball is returned to the infield, the base runner(s) will stop at the closest base, but may be tagged out if not on the base. If a play is made on the base runner, the ball remains in play.

#### 5.2.5 The offensive team should use a "courtesy runner" for the catcher when there are two outs. This is a "speed up" rule intended to keep the games moving along. Note: use the player who made the last batted out.

### 5.2.6 **Double Bases** (Safety Bases) – if applicable

- a. The batter-runner is to use the outside base (the one in foul territory) after hitting the ball in play and the fielder (typically the first baseman) is using the inside base (the base in fair territory), with the noted exceptions below.
- b. If the first baseman is not occupying the inside base, the batter-runner may use either base.

## 5.3 **Pitching**

- 5.3.1 A team coach or other parent designated by the coach will pitch to his/her team. Pitches must be thrown underhand (max. 3 foot arch). The arch of the ball is to simulate fast-pitch, but not the speed.
- 5.3.2 If the coach-pitcher or a defensive coach is hit by a batted ball, the ball is DEAD. The runners return to their bases and the batter will retake their at-bat.

## 5.4 **Defense**

### 5.4.1 Number of Defensive Players

- a. **Coach Pitch**: teams may field 10 players on defense, four of whom must be outfielders. Outfielders must be positioned in the outfield grass and not be positioned in the infield area.
- b. Teams are permitted to play with fewer than required number of players, but must have at least eight players on the field.

### 5.4.2 The **Infield Fly** Rule does NOT apply in any softball league.

### 5.4.3 If a thrown ball strikes a coach (i.e., pitcher-coach or one of the two allowed defensive coaches), the ball is LIVE and play continues as if the coach had not been struck.

## 5.5 **Overthrows**

### 5.5.1 Play on overthrows shall be:

- a. If the ball goes out-of-play, the runners are awarded the base they are going to at the time the ball is thrown, plus one additional base.
- b. If the ball remains in play, the runners may advance at their own risk (limit one base).

## 5.6 **End of an Inning**

- 5.6.1 An inning is completed when three outs have been recorded, or ten (10) players have batted, whichever occurs first.
  - a. In the case of a maximum 10 batters in an inning, if Team A has 13 players present, only ten (10) may bat in any inning. If Team B has only eight (8) players, it may bat all eight, plus the next two may bat for a total of ten (10) maximum in the inning. The head coach is responsible for notifying the opposing head coach that the tenth (final) batter is at the plate.
  - b. Play on the last (10<sup>th</sup>) batter shall occur as though there were two outs. All play terminates the instant a fielder gets the ball to ANY BASE AHEAD OF ANY RUNNER. Any runs scored ahead of the out will count, unless the 10<sup>th</sup> batter is out on a natural out such as a fly ball that is caught.