

McKinney Girls Softball Association
8U Coach Pitch Division
2009

A. Playing Field

1. Coach Pitcher will stand inside the circle. One foot is allowed to be on the chalk line in front of the circle.
2. Bases are set at 55 feet.
3. Pitching rubber is set at 35 feet.
4. A 3 foot circle will be drawn at the front of the batter's box. Anything hit inside the circle will be considered a dead ball.

B. Equipment

1. All players must wear chin straps on their helmets.
2. All defenders must wear a glove.
3. All players must wear helmets with cages on them when batting.
4. Ball to be used will be an 11 inch softball, .47 core.
5. Girls must have their shirts tucked in at all times.

C. Players, Coaches, Subs

1. Three coaches and one scorekeeper will be allowed in the dugout and/or field.
2. Base coaches may not touch the base runners. The base runner will be out if they are touched by the coach. Base coaches are not allowed to touch the runner and help them along the way.
3. The optional catching coach will not coach his fielders.
4. Players may play up in the 8U division. The child's age must be 7 as of January 1st to be eligible for this division. Players playing up 1 year over their age, must have signed permission by the guardian of that player.
5. Coaches have a 2 minute period to get the catcher ready. Penalty: The defending team will have an out when they come up to bat.
6. **8th Player Rule:** If both teams have only 8 players and the coaches agree upon this there will not be an out taken when the 9th batter comes up to bat. **THIS WILL ONLY OCCUR WHEN THERE ARE ONLY 8 PLAYERS ON BOTH TEAMS. IF THERE ARE 9 OR MORE PLAYERS ON ONE TEAM, THIS RULE WILL NOT TAKE EFFECT AND THE TEAM WITH ONLY 8 PLAYERS WILL HAVE AN OUT FOR THE 9TH BATTER.**
7. Since all players take the field and bat, there are no substitution rules. Players that show up late will be added to the end of the lineup and allowed to enter the game.

D. The Game

1. Game will be 55 minutes in duration or 7 innings. No new inning will begin after time expires.
2. Rain Out: A complete game is a game that has been played 60% of the time. In a 55 minute game, 33 minutes must have been played to consider it a complete game. The score of the game, if completed, will be the last full completed inning. If 60% of the game has not been played, the game will start at the point where it is stopped.

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3. Games can end in a tie, when time limit expires or you have reached 7 innings. This will give the teams a ½ win and a ½ loss in the standings. The only time it will not end in a tie is when the game is a play-off situation or in a tournament.
4. Teams must have completed line ups five minutes prior to the game to exchange with opposing coach. Coaches must have a line up to give to the umpire and the score keeper from the opposing team.
5. Run rule will be 5 runs per inning, exception penalty run does not count in the 5 runs. If a team is awarded a penalty run, the team could have 6 runs in a ½ inning.
6. Players cannot throw bats. One warning will be given to the coach and the player that throws the bat. The 2nd offense will result in an out to any player that throws their bat.
7. All players take the field. The infield positions consist of a catcher, short stop, 2nd base, 1st base, and 3rd base. All other players must remain in the grass. Outfields must remain in grass to avoid clogging infield or base path. The coaches will receive a warning the first time. The 2nd offense will result in a penalty run awarded to the other team.
8. All teams will have a continuous batting order.
9. Should the ball accidentally hit the pitching coach, the ball is dead and is considered a no pitch. Batter will hit again and runners will go back to their bases.
10. Coaches must clear the foul line once the ball is hit and try to pick up the bat.
11. Batter will receive 5 pitches before being called out.
12. If batter has not hit after 5 pitches, batter will be out.
13. Fouling the 5th pitch off will result in an out.
14. There will be no walks and batters may not proceed to 1st base if hit by the ball.
15. A batted ball is a fair ball if it travels beyond 3 feet without hitting an obstruction.
16. Overthrow rule: a runner may advance only one base at their own risk. The ball must go by the defensive player that is fielding it to be considered an overthrow.
17. The ball is dead and runners must discontinue base advancement after the player pitcher has control of the ball inside the circle. Time will be called and the runners must go back to their positions. A warning will be given for the 1st offense. The 2nd offense will result in a penalty run.
18. No on field warm ups after game is scheduled to start. Warm ups must be on the grass.
19. All infielders will have free movement in between batter and bases, considering safety.
20. **No stealing is allowed**, but you may lead off after the coach releases the ball. Catchers may be taught to throw out runners that are leading off. Players that leave the base before the coach releases the ball will be called out.
21. **No bunting is allowed**.
22. Tournament play: Any game going into extra innings will be complete and full innings. No 3-2 count will apply. Double elimination bracket will be in effect.

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23. Any play-off game will have time limit in effect.
24. There must be a pitcher and a catcher in their positions at all times on the field.
25. If the runner is obstructed by a fielder without the ball, the runner will be awarded the next base.
26. **Penalty Run:** A penalty run is any run awarded by the umpire due to rules violations. Penalty runs must be initialed by the umpire in the scorebook in order to be official. A penalty run is given after coaches have been warned. The 2nd offense will result in a penalty run given to the opposing team. Any game violations can result in a penalty run. This is at the discretion of the umpire.

E. Pitching

1. Coach pitcher must be inside the circle. They may have one foot on the chalk line in front of the circle.
2. Coaches will pitch to their own team.
3. Pitching coach may work with their batters, but cannot coach base runners.
4. Pitching coach must make a conscience effort to move out of the way of a hit ball or a play being made. Pitching coach needs to run to the foul line where the ball was not hit. All other coaches (defensive) must remain outside the foul line, past the dirt.

F. Umpires

1. Umpires have official say over all game procedures.
2. **Coaches cannot change rules at the plate.**
Penalty: (If this is found out by the board the coach(s) will not be allowed to attend the next game in any capacity.)
3. Umpires have official say over weather issues when happening during games. Umpires have a 15 minute wait period to allow weather to pass, unless weather is viewed as dangerous. After the 15 minute period, umpires will consult and decide if the fields are playable or games need to be rescheduled. Umpires are the official time keeper.
4. Player pitcher must line up even with the pitching rubber within the circle.

G. Scoring

1. Runs are made by runners safely crossing the plate or by penalty runs awarded by the umpires for rules violations.
2. Standings will be kept and trophies will be awarded to 1st & 2nd place trophies, all others will receive participation trophies.
3. Rules for a play-off game if needed:
 - If teams are tied in the standings
 - Those teams have played head to head and tied
 - A play-off game will take place

The MGSA follows ASA guidelines. The rules stated above are modifications to the ASA rule book. If the rule is not modified, it is governed by ASA rules.

****Please check the MGSA by laws for other issues****