

MOON AREA SOFTBALL LEAGUE COACH PITCH RULES
AGES 6-7-8
COACH PITCH IS TO BE MORE INSTRUCTIONAL THAN COMPETITIVE

RESPONSIBILITIES OF THE HOME TEAM MANAGER

- Prepare the field for the game. Preparation includes positioning the bases and lining the field with base lines, a batter's box and a pitching circle.
- After the game, return bases, lime, and lining equipment to the dugout shed.
- Determine whether the game will be played, per the weather and field condition.
- If on New Front field and the game is rained out or cancelled notify concession stand.
- In the event of a rain out or cancellation, to schedule a make-up game, one of the managers must contact the league for field availability.

BASES

- Use a "double base" at first base whenever available.
- Runner touches the Orange safety base and the First Baseman touches the white base.

DEFENSIVE POSITIONS

- 10 Players, consisting of a pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop and 4 outfielders (left, left center, right and right center fields). Outfielders should play on the grass and should not cover one of the bases in the infield.
- Any player playing pitcher, 1st base and 3rd base must wear a protective face guard.

PITCHING

- Coaches will pitch to the players on their team. Coaches will pitch the entire game all season long.
- Pitches should be delivered underhand with as little arc as possible (flat pitches).
- 11 inch (circumference) ASA certified softball to be used.

PLAYER ROTATION

- In every game each player must play at least one inning at an infield position and one inning at an outfield position. Every player must play at least 3 innings in every game.
- A team should try to field at least 8 players, but you can play with less if needed.

BATTING

- Roster batting (i.e. all players will bat).
- Batter will be called out if she does not put the ball into play within 8 pitches. One additional pitch will be allowed if the ball is fouled off on the 8th pitch.
- There are no walks.
- Players showing up late to a game will be added to the end of the batting roster.

GAME RULES

- All ASA rules apply, except where superseded by MASL rules.
- Infield Fly Rule does not apply.
- Play is considered dead when the ball is thrown to a base or the pitcher (in the circle). At that point the runners must stop trying to advance. Play is also considered dead if the coach calls time.
- Runners will NOT advance in the case of overthrows to a base that go out of play.
- Base runners must remain on the base until the batter makes contact with the ball.
- No Base Stealing is permitted.
- No Bunting is permitted.
- Base runner will be called out if she intentionally discards her helmet while running the bases.
- The batter will receive a warning the first time she throws her bat. If she throws her bat a second time in the same game, she may be called out and runners may not advance.
- Game should be started no later than 10 minutes after the scheduled start time.

GAME DURATION

- Consist of 6 innings if time permits or 1 hour and 30 minutes. All 6 innings should be played if time allows and there is no game to follow and there is sufficient lighting for safe play.
- Each half inning shall consist of 3 outs or a roster rotation (whichever comes first).
- A new inning may not be started within 15 minutes of the game's scheduled end time if another game is scheduled to follow. With this in mind the managers must agree to designate an inning as the last inning.

PLAYERS ARRIVING LATE OR LEAVING EARLY

- A player who comes late for a game must be entered at the bottom of the batting order.
- The player's manager must inform the opposing manager when a player arrives late.
- If a player leaves the game early, she will be scratched from the batting roster (without penalty).
- If a team can only field 8 players or less, they must have a player at the pitching and catching positions but can have less outfielders.

UNIFORMS

- All players must wear full uniforms, which include a shirt, pants, and socks. The shirt should be tucked into the pants. Players may NOT wear any jewelry.

SAFETY

- All catchers must wear a catcher's mask, chest protector and shin protectors.
- All players must wear a batting helmet while batting and while running the bases.
- Only one batter should be "on deck" at any time. All other players should remain in the dugout.
- Only team members and coaches are permitted in the dugout area.

ALL STAR GAME

- An All Star Game will be played on the 4th of July. The manager of each team will select players to participate in this game. The participants will then be placed on a team.

MANAGER / COACH CONDUCT

- Managers and Coaches are expected to conduct themselves in a sportsmanlike manner. Violations of this rule will result in a hearing before the MASL Board of Directors.