



# 7-8 year old

## Girls Coaches Pitch Rules

### Uniforms and Equipment

1. All players will wear PARDS issued socks, visors, and shirts. Shirt tails will be tucked in and visors worn properly.
2. Players can wear either shorts or pants.
3. Players will be required to wear athletic shoes or cleats. If cleats are worn, they must be rubber cleats. **NO METAL CLEATS ALLOWED!**
4. All bats will be aluminum and must be no more than 2 1/4 inch diameter.
5. League will use an 11" flex core softball.

### Field Dimensions

1. The bases will be 60 ft apart.
2. The pitching rubber will be 30 feet from home plate (back corner of home plate to the front of the pitching rubber.)
3. No defensive player may advance closer than 40 ft from home plate until the ball is hit.
4. There will be a 5 ft semi-circle in front of home plate.

### Official Game

1. A game will consist of 5 innings or 1 hour and 20 minutes time limit. An official game will be 4 innings. If the time limit expires before 4 innings, the game will be an official game. Games stopped before being official will be scheduled for make-up by the league commissioner.
2. The time limit for the games will be 1 hour and 20 minutes. Once the time limit expires, the inning in progress will be completed. No new inning will be started after 1 hour and 10 minutes.

### Rules and Regulations

1. No score is kept.
2. No defensive player may advance closer than 40 ft from home plate until the ball is hit.
3. On overthrown balls to first base, players can only advance to second base if no additional play is made by the defense. If the defensive team makes a play on the runner and the runner is thrown out, then the runner is out. If the defensive teams makes a play on the runner at a base other than first, the runner may continue to advance.
4. A line-up card will be submitted to the umpire at the start of the game. The players will bat in the order they are placed on the line-up card. If a player arrives after the line-up has been turned in, that player will be added to the bottom of the line-up card.
5. An inning will be 3 outs or nine batters. If you get to the ninth batter in an inning, the inning ends when the lead runner is put out or any subsequent runner is put out before the lead runner crosses home plate.

6. At the end of the second inning, all players who have not played must enter the game and play two innings. A player can re-enter the game at any time. The players cannot enter the game for a player who has not played their two innings. The players re-entering can re-enter at any position.
  7. One umpire will be used and will be positioned behind the pitcher's rubber.
  8. All ground rules will be discussed by the umpire prior to the start of the game.
  9. The umpire's decision is final. No protests are allowed.
  10. Game time is forfeit time. The first game begins at 6:00 pm. Teams are required to be at the field 15 minutes prior to the start of the game.
  11. Ten players will be allowed on the field. You must have a pitcher and a catcher. No more than 4 outfielders.
  12. Batters are not permitted to bunt or swing easy at the ball. The ball must cross the 5 ft line in front of home plate in order for it to be a legal hit. If the ball does not reach the 5 ft arc, it is considered a foul ball.
  13. Batters will be allowed a maximum of 7 pitches.
  14. Batters cannot run on a missed third strike.
  15. A coach or designated person will pitch to his/her team. There are no walks. The pitcher (coach) may wear a glove, but only for self defense. If a batted ball strikes the pitcher (coach), the batter must bat over. The pitch will not count.
  16. No infield fly rule.
  17. Players are not permitted to steal or lead off bases.
  18. Each team can only have 3 official coaches and 1 parent helper during the game.
  19. When an infielder has held the lead runner at a base, the play is dead. The runner will get the base they are entitled to. Umpires will call time to signify the end of the play.
- NOTE: There is no running with the ball except for the following:**
- a. The pitcher can run the ball home to retire a runner when he fields a batted ball.
  - b. The pitcher can retire a runner going to first base or from third base to home if the pitcher fields the ball.
  - c. The pitcher cannot receive the ball from a teammate and run it to a base. This includes home plate. Penalty - the runner is safe and all runners advance one base.
  - d. The outfielders cannot run the ball to the infielders. Penalty - the runner is safe and all other runners advance one base.
  - e. Once an inning starts, all players must remain in the same defensive position that they began the inning in. A player cannot switch positions in the middle of the inning.
20. When a team is on defense, the coaches must remain in the dugout. One coach may assist the catcher with passed balls.
  21. The umpire has the authority to remove an coach or player for misconduct or foul play. The head coach is responsible for the actions of his/her assistants. Any coach or player using profanity shall be ejected immediately.
  22. A team warning will be given the first time a player slings a bat. All future violations by any team member will result in an out.

23. All games that are tied at the end of regulation will end in a tie. No extra innings will be played unless the time limit has not expired.
24. No unauthorized person will be allowed on the field. If such a person refuses to leave the field and has a child on the team the game will be called. If violence is caused, the parent will be banned for the season and on probation for the following season.
25. Any player who intentionally runs over another player shall be ejected from the game.
26. The commissioner will re-schedule games that are rained out.
27. PARDS rules take precedence over all other rules.