

**8 & Under Coach Pitch**  
**Updated January 2009**  
**Rules for Sanger, Krum, Denton, Aubrey, & Ponder**

In addition to current year ASA Girls Fast Pitch Softball Rules and Regulations, 8U teams will abide by the following:

1. The official ball shall be an 11" fast pitch safety softball .
2. An offensive team will be allowed to score a maximum of five (5) runs per inning.
3. A regulation game will be 60 minutes. No new inning shall start once time has expired. The home team will be allowed to bat and finish the inning. Score will be kept, but the focus should be on skill development.
4. Ten (10) players should assume defensive positions on the field. Each team is allowed one (1) pitcher and (1) one catcher, and (4) four infielders. The child pitcher must be positioned on either the right or left side of the pitching rubber and be no more than 3' from the rubber. Infielders must remain at least 45' from home plate when the ball is pitched. The ball must be thrown to an infield player to make an out on the bases.
5. Teams playing with only nine (9) players shall not incur an automatic out when the 10<sup>th</sup> batting position arises. The 1<sup>st</sup> batter will then bat without penalty to the team.
6. Each batter may receive up to 5 pitches or 3 strikes in which to hit the ball. If the 5<sup>th</sup> pitch is fouls, you will get a 6<sup>th</sup> pitch, if the 6<sup>th</sup> pitch is foul you will get a 7<sup>th</sup> pitch. If you do not hit the 7<sup>th</sup> pitch into fair territory, the batter will be out.
7. Bases will be 60' apart and the official pitching rubber will be 35' from home.
8. Coaches must start with on foot on the 35' rubber when pitching. The floating rubber is not allowed. Coaches are encouraged to pitch as flat as possible. The child pitcher must also remain 35' from the home plate.
9. The umpire will declare the play over when the pitcher has possession of the ball with in the pitcher's circle. Base runners will advance to the next base if over half way to that base, or return to the previous base touched if half way or less. Runners may lead off the bases as soon as the pitch leaves the pitchers hand. No stealing home on passed balls.
10. The umpire will not call a play dead just because a defensive player returns the ball to the coach. The intent of this rule is to have coaches instruct players how to properly stop runners from advancing to the next base. To facilitate this, coaches should move to foul territory near the first or third base line (away from the play) after the ball is batted into fair play territory. If a defensive player gives the ball to the coach during a live play, the play will be called dead and each base runner will be awarded an additional base. Coaches should make every attempt to remove themselves from the area of play, thereby, discouraging the defensive players from throwing the ball to them.
11. Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a board member of the hosting city of the ejection.
12. Catchers are required to wear protective headgear, mask, a chest protector and shin guards.

13. Coaches cannot touch base runners during live play. Pushing or physically assisting a runner is prohibited. Penalty; one (1) warning, second time is an out.
  14. A team must have at least eight (8) players to start a game.
  15. Players at 1<sup>st</sup> base and pitcher can only play 1 inning in each position per game.
  16. A maximum of (2) two defensive coaches may be on the field, positioned in the outfield. A defensive coach should stand at the fence behind the catcher to help keep the game moving.
  17. When batting, your team is allowed 2 base coaches and 1 pitching coach. The coaches must remain inside the circle or coaching boxes when talking to the batters. Coaches cannot go to the plate and give instructions to the batter. This causes delays in the game.
  18. Infield fly rule will not be used.
  19. A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.
  20. No jewelry (rings, bracelets, necklaces, etc.) will be allowed during play. Ear studs may be worn if covered with tape or a band-aid.
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#### **Guest Players:**

Guest players are allowed, under the guidelines below, for purposes of avoiding forfeits and allowing kids to play ball. The spirit of the guest player rule is intended to allow shorthanded teams the temporary use of other league players rather than forfeit the game. This rule is not intended to be used as a tool to exclude regular members in favor of a more highly skilled player.

**Guidelines:** A coach is authorized to add up to two guest players per game, provided that:

20. The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
21. The guest player has the permission of her parent(s)
22. The guest player must wear her own team's uniform
23. The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
24. Guest players can play up one age division
25. Guest players must play outfield positions only
26. Guest players must bat last in the batting order
27. The guest player cannot be on the field if there is a regular roster player present and available to play

**10 & Under Kid Pitch**  
**Updated January 2009**  
**Rules for Sanger, Krum, Denton, Aubrey & Ponder**

In addition to the current year ASA Girls Fast Pitch Softball Rules and Regulations, 10 & Under Division teams will abide by the following:

1. Teams will bat their entire roster and be allowed free defensive substitutions.
2. An offensive team will be allowed to score a maximum of six (6) runs per inning.
3. Games shall be 75 minutes.. No new inning shall start after time has expired. The home team will be allowed to bat and finish the inning, if they are tied with or losing within 6 runs of the visitor. Games that end in a tie will not go into extra innings.
4. Nine (9) defensive players are allowed on the field at one time. Each team is allowed (1) one pitcher, (1) one catcher and (4) four infielders.
5. Teams playing with only (8) eight players shall NOT incur an automatic out when the 9<sup>th</sup> batting position arises. A team must have at least (8) eight players to start a game.
6. The official ball shall be an 11" fast pitch softball with a .47 core.
7. Bases will be 60' apart and the official pitching rubber will be 35' from home plate.
8. Once the ball is returned to the pitcher in the pitcher's circle, all base runners must either advance to the next base or return to the base they just came from immediately. Any hesitation or fake moves by the runner and they will be called out by the umpire
9. Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a board member of the hosting city of the ejection.
10. Catchers are required to wear full protective headgear, mask, and chest protector and shin guards.
11. Coaches cannot touch a base runner during live ball. Penalty; 1 is a warning, 2<sup>nd</sup> time is an out.
12. Base runners are allowed to leave the base only after the pitcher has released the ball. Base runners are allowed to steal 2<sup>nd</sup> and 3<sup>rd</sup> bases. Base runners are prohibited from stealing home or attempting to score on a passed ball.
13. There is NO dropped third strike provision; the batter is out upon the 3<sup>rd</sup> strike.
14. Infield fly rule will be used.
15. A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.
16. No jewelry (rings, bracelets, necklaces, etc.) will be allowed during play. Ear studs may be worn if covered with tape or a band-aid.

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**Guidelines:**

A coach is authorized to add up to two guest players per game, provided that:

- The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
- The guest player has the permission of her parent(s)
- The guest player must wear her own team's uniform
- The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
- Guest players can play up one age division
- Guest players must play outfield positions only
- Guest players must bat last in the batting order
- The guest player can not be on the field if there is a regular roster player present and available to play

**12U, 14U, 16U, 18U Rule Exceptions**  
**Updated January, 2009**  
**Rules for Sanger, Krum, Denton, Aubrey and Ponder**

In addition to the current year ASA Girls Fast Pitch Softball Rules and Regulations, the divisions of 12U, 14U, 16U and 18U will abide by the following:

1. Teams will bat their entire roster and be allowed free defensive substitutions.
2. An offensive team will be allowed to score a maximum of (6) six runs per inning.
3. Games will be 75min. No new inning shall start after time has expired. The home team will be allowed to bat and finish the inning, if they are tied with or losing within 6 runs of the visitor. Games that end in a tie will not go into extra innings.
4. Nine (9) defensive players are allowed on the field at one time. Each team is allowed (1) one pitcher, (1) one catcher and (4) four infielders.
5. Teams playing with only (8) eight players shall incur an automatic out when the 9<sup>th</sup> batting position arises. A team must have at least (8) eight players to start a game.
6. The official ball shall be a 12" fast pitch softball with a .47 core.
7. Bases will be 60' apart and the official pitching rubber will be 40' from home plate.
8. Overthrows, whether in foul or fair territory, will be considered live, unless the ball enters the dugout or any other area deemed out of play, in which case, each runner will automatically receive (2) two bases from the time of the throw ( the base you are going to , plus 1 more). Overthrows remaining in play will be considered live, and runners may advance at their own risk of being put out.
9. Once a ball is returned to the pitcher in the pitcher's circle, all base runners must either advance to the next base or return to the base they just came from immediately. Any hesitation or fake moves by the runner and they will be called out by the umpire.
10. Judgment calls made by the umpire are not up for appeal. Please do not argue with the umpires. This only delays the game and presents a bad image to the players and parents. The umpires have been instructed to warn any argumentative coach, player or parent (1) one time. After that the umpire has the authority to remove said person(s) from the park. Umpires will notify a board member of the hosting city of the ejection.
11. Catchers are required to wear full protective headgear, mask, and chest protector and shin guards.
12. Coaches cannot touch a base runner during a live ball. Penalty; 1 is a warning, 2<sup>nd</sup> time is an out.
13. Base runners are allowed to leave the base only after the pitcher has released the ball. Base runners are allowed to steal any base and may steal home on a wild pitch or passed ball.
14. There is a dropped third strike provision. The batter may advance to first base upon a dropped third strike, provided that either: A.) 1<sup>st</sup> base is unoccupied and less than 2 outs exist, or B.) Whenever 2 outs exist, whether first base is occupied or not.
15. A player's intentional contact with an opposing player will result in the immediate ejection of the offending player. Serious infractions may result in suspension from the league. Umpires will notify a board member of the hosting city in the event of any ejection.

16. No jewelry (rings, bracelets, necklaces, etc.) will be allowed during play. Ear studs may be worn if covered with tape or a band-aid
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### **Guidelines:**

A coach is authorized to add up to two guest players per game, provided that:

- The guest players are currently registered in your own association or associations that are partnering for the season. If they are from other associations they must have individual insurance vs. team insurance
- The guest player has the permission of her parent(s)
- The guest player must wear her own team's uniform
- The coach must announce and identify the guest player(s) to the umpires and opposing coach prior to the start of the game
- Guest players can play up one age division
- Guest players must play outfield positions only
- Guest players must bat last in the batting order
- The guest player can not be on the field if there is a regular roster player present and available to play