

State Games Girls 6U Coach Pitch/T-Ball Rules

1. Maximum of 12 players on the field. Games may be played with fewer players, such as 7. There is no automatic out for fielding less than 10 players.
2. A player arriving late may be added to the bottom of the lineup.
3. Coaches of the batting team should be the pitcher and catcher to best facilitate and keep the game moving.
4. All players may play in the infield with the exception of catcher (coach will catch)
5. All players present will bat.
6. There will be 5 pitches thrown to each batter. If the ball is not hit by the 5th pitch, the tee may be used. The coach may assist the batter with stance and holding the bat. The coach should then move and allow the batter to swing. By the end of the season, all players are expected to be able to hit the coach pitch.
7. There are no strikeouts and no walks.
8. Upon hitting the ball, the runner may advance one base.
9. No infield fly rule.
10. No run rule for 6U.
11. Play is stopped when the ball is thrown back to the coach pitcher or the umpire calls time.
12. Helmets must be worn when a player is batting and running the bases.
13. Two coaches are allowed on the field during defense. Base coaches are allowed for offense on 1st and 3rd base.
14. Time limit will be 55 minutes.
15. 10 inch soft core ball will be used. Base length is 60 feet.

Outs are enforced but everyone bats. The inning is over after each player has batted. The last batter of the inning will round the bases to make sure everyone gets an opportunity to hit a “home run” during the season.

These are all the Rules. Please remember at this level, it is all about FUN!!! Teach them the basics – hitting, throwing, catching – but make sure they are having FUN!!

State Games Girls FastPitch Softball Rules

8 & Under Coach Pitch

1. All players on the team may play on the field with no more than 6 players in the infield. Games may be played with fewer than 10 players, such as 8. There is no automatic out for fielding less than 10 players.
2. There will be five (5) pitches thrown to each batter.
3. A tee is not allowed.
4. If the ball is not hit by the fifth (5th) pitch, the batter will be considered out. If the 5th pitch is a foul ball, then the batter is still considered out.
5. There will be NO infield fly rule.
6. NO walks allowed in 8U softball.
7. The defensive player shall stop the play.
8. The player in the pitcher position must stay behind the 35-foot pitching rubber, within 3 ft. on either side until the batter makes contact with the ball.
9. The catcher must wear a helmet, mask and chest protection. Shin protection is optional.
10. Helmets must be worn when a player is batting and running bases. Chinstraps are optional; however, if a helmet comes off, the team will be given a warning for the first offense. The second offense, the player will be called out.
11. Runner may advance one base only on an overthrown ball. This applies to any base.
12. All players must play a position, not in the baseline.
13. One coach will be allowed on the field during defense. The coach must stay behind all players and cannot be in the playing zone.
14. The coach will decide playing time for each player.
15. After the batter has made contact with the ball, the pitching coach must attempt to get off the field.
16. Base length will be 60 ft.
17. Games will last 5 innings or 55 minutes, whichever comes first. The inning will be over when 8 runs are scored or 3 outs, whichever comes first
18. No inning shall start with less than 5 minutes remaining to play. The home team will have an opportunity to bat if the visiting team is batting when time expires and the home team is trailing. Games may end in a tie. Games that are tied after time expires will be declared a tie except in tournament play. There are no extra innings during the regular season.
19. Outfielders should be positioned approximately 10-15 ft. behind the infielders or on the grass.
20. If a batted ball hits the coach, the ball is dead and no pitch is counted against the batter.
21. A 11 inch soft core softball will be used. Pitching coach shall pitch from a distance between 20 ft. and 35 ft. and attempt to pitch an underhand flat pitch across the plate.

Girls Fastpitch Softball Rules 10/11 & under Softball

- BATTING ORDER - Can bat 9, 10 , or the entire team. A player late to game can be added to the end of the lineup.

- PLAYING FIELD

- The fielding team is allowed up to 10 players on the field at a time. There shall be no more than 6 girls in the infield and 4 players in the outfield.

- A team may start with 8 players, and must finish with at least 6

- There will be no infield fly rule.

- GAME RULES - Each team should be ready to play at game time, or after the previous game ends. NO GRACE PERIODS.

- Games will last 5 innings or 55 minutes, whichever comes first. No inning shall start after with less than 5 minutes remaining to play. The home team will have an opportunity to bat if the visiting team is batting when time expires and the home team is trailing.

- The inning will be over when a team gets 3 outs or when 7 runs have been scored. - Games that are tied after time expires will be declared a tie except in tournament play. There are no extra innings during the regular season.

- Bunting will be allowed.

- No infield chatter.

- PITCHING - The pitching distance is 35 ft.

- A 11-inch softball will be used

- Pitcher Eligibility: A pitcher may pitch unlimited innings.

- A batter that receives a base on balls from the kid pitcher will continue batting against a COACH pitcher with 1, 2 or 3 strikes available. How many strikes are left in the count. (4 balls - 0 strikes, 3 strikes available) , (4 balls – 1 strikes, 2 strikes available), (4 balls – 2 strikes, 1 strike available). The umpire will continue calling pitches that the COACH pitches.

- BASE STEALING - Runners starting at first , second or third base are entitled to advance or steal one base per pitch with liability to be put out.

- A runner, attempting to advance beyond the one base are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.

- After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be out.

- If a batter strikes out and the ball is dropped by the catcher or touches the ground before the catcher reaches it, the batter is out and the ball is live.

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Girls Fastpitch Softball Rules 12 & under Softball

- BATTING ORDER - Can bat 9, 10 , or the entire team. - A player late to game can be added to the end of the lineup.

- PLAYING FIELD - The fielding team is allowed 9 players on the field at a time.

- There shall be no more than 6 girls in the infield.

- A team may start with 7 players, and must finish with at least 6.

- The infield fly rule will be in effect.

- GAME RULES - Each team should be ready to play at game time, or after the previous game ends. NO GRACE PERIODS.

- Games will last 5 innings or 55 minutes, whichever comes first. No inning shall start with less than 5 minutes remaining to play. The home team will have an opportunity to bat if the visiting team is batting when time expires and the home team is trailing.

- The inning will be over when a team gets 3 outs or when 7 runs have been scored. - Games that are tied after time expires will be declared a tie. There are no extra innings during the regular season.

- Bunting will be allowed.

- No infield chatter.

- BASE STEALING - The play is live until the pitcher has the ball in the pitching circle. - The player may not attempt to steal until the ball has left the pitcher's hand.

- If a batter strikes out and the ball is dropped by the catcher or touches the ground before the catcher reaches it, the batter is out and may not advance on the dropped or passed ball. However, the ball is live and base runners may attempt to steal.

- PITCHING - The pitching distance is 40 ft. - A 12 inch softball will be used

- Pitcher Eligibility: A pitcher may pitch unlimited innings.

- Base Path - 60 feet

Girls Fastpitch Softball Rules 14 & up Softball

- BATTING ORDER - Can bat 9, 10 , or the entire team. - A player late to game can be added to the end of the lineup.
- PLAYING FIELD - The fielding team is allowed 9 players on the field at a time.
 - There shall be no more than 6 girls in the infield.
 - A team may start with 7 players, and must finish with at least 6.
 - The infield fly rule will be in effect.
- GAME RULES - Each team should be ready to play at game time, or after the previous game ends.
NO GRACE PERIODS.
 - Games will last 5 innings or 55 minutes, whichever comes first. No inning shall start with less than 5 minutes remaining to play. The home team will have an opportunity to bat if the visiting team is batting when time expires and the home team is trailing.
 - The inning will be over when a team gets 3 outs or when 7 runs have been scored. - Games that are tied after time expires will be declared a tie. There are no extra innings during the regular season.
 - Bunting will be allowed.
- BASE STEALING - The play is live until the pitcher has the ball in the pitching circle.
 - The player may not attempt to steal until the ball has left the pitcher's hand.
 - Batters may advance to first on dropped third strikes.
- PITCHING - The pitching distance is 43 ft. - A 12 inch softball will be used
- Pitcher Eligibility: A pitcher may pitch unlimited innings.
- Base Path - 60 feet