

Darlings – 7-8 year old (Coaches Pitch)



Offense: Each team is allowed three coaches inside the fenced area during offensive play; one coach on first base, one coach on third base, and one coach at the pitching position. The coach that is pitching must stand inside the circle; this coach may not communicate with the base runners. One additional coach must be present in the dugout at all times.

Defense: One coach is allowed to stand in front of the dugout.

1. A team must have eight (8) players present to start or continue a game. One MUST be a **CATCHER**.
2. Each participant will play two complete innings on defense. Beginning with the third inning, teams must change defensive players
3. Full batting roster will be used the entire game.
4. Defense will play 10 players
5. After 3 outs or **7 runs**, teams will switch offense.
6. Bats must be softball approved bats, cannot be bigger than 2 ¼ inch barrel.
7. Batters will be called out after five (5) pitches or 3 strikes. Batters that foul the ball on the fifth pitch will receive one additional pitch. Umpire decision if ball is declared not hittable.
8. Games will be six (6) innings or a one hour and 15 minutes time limit. No new innings will start after 1 hour and 5 minutes. Tied games will end in a tie. Some games may be 1 hour due to darkness
9. Coach will pitch from 30 feet using a fast pitch style, underhand pitch that is flat with no arc. 30 ft. will be from just inside the circle. All effort must be made to ensure consistent pitching for each player.
10. The adult pitching must rotate off the field (away from the ball) after the ball is hit.
11. Any batted ball that unintentionally hits the adult pitching will be a dead ball - all runners will advance one base.
12. If any ball is intentionally touched by the adult pitcher, the batter is called out.
13. No intentional bunting or stealing is allowed.
14. No play is dead until the player pitcher has control of the ball inside the circle, or the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, she may advance to the next base at his/her own risk.
15. An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and the base runners are making no attempt to advance.
16. **Dead Ball:** Based on the Umpire's discretion, a ball thrown toward first base and missed, may allow forced base runners to advance one base. If a ball is thrown to any other base and missed, all base runners can run at their own peril. *This is to encourage participants to improve base running skill and defense.*
17. There are no halfway marks. If a runner has left the base before time is called or the ball is returned to the pitcher in the circle, that runner may advance to the next base.
18. The catcher is required to wear all catchers' equipment during every practice and game.
19. Each team is required to have a competent score keeper at each game. The home team's book is the official book.
20. A batter will be called out if he/she slings the bat in a dangerous manner. The first occurrence involving a batter slinging a bat will result in a verbal warning to each team by the umpire. Any further violations by either team will result in the batter being called out.
21. The infield shall consist of a regulation infield. All other members of the defensive team must be in the grass of the outfield.
22. Ejections:
 - i. 1st offense- one game suspension
 - ii. 2nd offense- reviewed by GWD County Recreation Staff
23. No infield fly will be called.
24. No head first sliding.
25. Once a player has taken a position on defense, that player may not change positions during that inning. The player may play a different position the next inning.
26. Departments should make every effort to have the softball umpires properly trained and looking professional.
27. An 11 inch softball will be used.
28. Players must wear **batting helmets, cage and chinstrap** while batting, base running, and on deck.
29. **Defensive players in the position of pitcher and 3rd baseman must wear either a batting helmet with face mask or a face guard during the game. To avoid injury, a face guard is highly recommended for all infielders.**
30. A courtesy runner may be used for the catcher if he or she is on base with two outs. The runner must be the player who made the last out.



10U and 12U Girls Fast-Pitch

Defense: Each participant will play two complete innings. Beginning with the third inning, teams must change defensive players.

Offense: Full batting roster will be used for all age divisions.

1. Each team is required to have a competent scorekeeper at each game. Home team's book is official.
2. Players may not slide head first into a base unless returning to base.
3. **10U players in the dirt must wear Face Guard**
4. **12U must wear a Face Guard at the following positions – pitcher & 3rd base. ALL infielders are encouraged to wear Face Guard**
5. Ejections:
 - i. **1st offense-** 1 game suspension
 - ii. **2nd offense-** reviewed by GWD County Recreation Staff
6. The ten-run rule is in effect after each team has batted four times. When the home team is leading, they only have to bat three times.
7. Games will be 6 innings or 1 hour and 30 minutes, no new inning may start after 1 hour and 20 minutes, Games will be completed, no tie games. International tie breaker will be used.
8. Pitchers may pitch 8 innings a week. If the pitcher throws 6 consecutive innings in the same game, she will be allowed to pitch the seventh inning. Each new week will start on Monday.
9. To ensure that pitchers innings are being kept up with, we are asking each team to write down the pitchers that pitched with # of innings used that game in their team scorebook. . The opposing coach will sign the opposing team's scorebook. Teams will be required to bring this to the next game.
10. No slow pitch softball allowed, the ball is not allowed to be higher than 6 feet
11. **Players must wear batting helmets, cage and chinstrap while batting, base running, and on deck.**

10U Division

- a) Teams will use 10 players on offense and 10 players on defense. A team must have 8 players present to start or continue a game. Full batting roster will be used.
- b) Pitchers will pitch from 35 feet. An 11 inch Dixie approved ball will be used
- c) After the pitcher has walked four batters, the pitcher will be replaced by offensive coach to pitch to the remaining players in that inning. The pitcher may return to the mound the next inning. When coach is pitching: Each batter will be called out after five (5) pitches or three (3) strikes.
- d) **Stealing IS permitted WHEN the ball crosses the plate UNLESS the coach is pitching.**
- e) **The ball is live until the third outs occurs**
- f) Bunting is only allowed **UNLESS** the coach is pitching.
- g) The batter will be out after the third strike. She does not have to been thrown out.

12U Division

- a. Teams will use 9 players on defense. A team must have 8 players present to start or continue a game. A full batting roster will be used.
- b. Pitchers will pitch from 40 feet. A 12 inch Dixie approved ball will be used
- c. Stealing is allowed, but the ball must leave the pitchers hand before the runner may leave the base.
- d. If the catcher drops the ball on a third strike, providing first base is unoccupied or first base is occupied with two outs, the batter is not out and may attempt to reach first base.