

# Huntertown Lions Softball

## Girls Lob – Coach Pitch (Ages 6-7)

The league administrators (aka “The Lions Club”) will make every reasonable effort to provide an adequate field of play & facilities, unbiased & fair teams, uniforms, essential team gear, and competent umpiring.

### Standards of play

- Games are played on Diamond 4 at Huntertown ballpark. **Team practices** are at the discretion of each coach.
- Base distance is 60 ft; pitching distance is **35 ft**.
- USSSA bat rules are used; 11" yellow safety softballs.
- Coaches should arrive 30 mins before their game (i.e. warmups, game may start early, help with field prep, etc.)

### Civility

- **The league has ZERO tolerance for adverse acts threatening in nature by anyone at a league event.**
- Any player, coach, or spectator who violates the above, or who acts or speaks in a socially inappropriate manner (e.g. derides, baits, harasses, intimidates, etc.), including to the umpire, may be ejected from the game and expelled from the property. **The Board investigates all incidents. Further disciplinary action may be imposed.**
- Disagreements with an umpire's call may **only** be made by a prespecified coach, and **only** in a respectful manner.

### General Game Rules

- If a team fields fewer than 7 players, teams should share players so that a game may still be played
- Every player will be in the batting order and on defense. Coaches must rotate players on defense.
- Games end after 5 innings or 60 mins (hard stop). A half inning ends at the earlier of a team batting around their lineup or accruing three outs. The batting team must declare when the last batter is up each inning.
- The designated home team uses the third base dugout.
- Coaches will pitch to their own players.
- A dead ball is called by the umpire: (i) When the initial play is determined to be over, (ii) the ball is in the pitcher's possession within the 8-foot radius of the mound, (iii) Batter is hit by a pitch (no base is awarded), or (iv) in the event of an injured player (umpire's discretion)
- Position-specific requirements: (i) The pitcher (player) may not leave the mound area until the pitched ball is put in play, (ii) Catcher must wear full gear, (iii) 1st & 3rd Basemen must play no more than 2 feet in front of their base, (iv) 2nd baseman and Shortstop may only play just in front of the base path, and (v) Outfielders (all remaining players) should be spread around evenly. Position players approximately near their intended positions.
- If injured/ill, a player skipped in the batting lineup is not out. They may re-enter the game.
- Helmets must be worn by players while on deck, at bat, or on base. Only one player may be on deck.

### Batting

- The strike zone will be from the knees to the chin and slightly off the plate on either side.
- Bases will not be issued for walks, hit batters, or catcher's interference. However, after a 2nd strike is called, the batter will be given no more than 3 more pitches to hit before an out is called.
- A team gets one warning per game if a bat is thrown. Subsequent occurrences will be an out.

### Baserunning

- Baserunners may not lead off and no base steal attempts are allowed.
- Only one extra base is allowed on a defensive overthrow/misplay
- Baserunner must slide or attempt to get around the fielder if they're in possession of the ball

### Team Courtesy

- Players and coaches must exhibit good sportsmanship and show courtesy at all times.
- All players must clean up the dugout and surrounding area after the game or practice.

### Equipment

- Coaches are responsible for the care and return of the gear bag to the shed after the day's last game.