

# **Kentucky District 5 Little League Coach Pitch Softball Tournament Information 2025**

## **1. Team**

- a. A team will consist of a minimum of 10 players and a maximum of 13 players. Ten players will be in the field on defense and all players present will be in the batting order (continuous batting order).
- b. Players for 8U must be League Age 8, 7, or 6. Players for 7U must be League Age 7, 6 or 5. League age determination date shall be December 31, 2024. Each team must have an Official Kentucky Tournament Affidavit completed for each team for each player.
- c. Four coaches will be allowed for each team. When on offense, 3 coaches are allowed on the field, one as a pitcher and one in each coaching box. When on defense 2 defensive coaches will be allowed and remain outside the foul lines during play.
- d. There's a coin flip before each game. The winner of the coin flip chooses to be the home team or visitor team.
- e. Each District may send the winner and runner up from their 8U & 7U tournaments.
- f. Each team will bring a check in the amount of \$200.00 payable to Marion Co. Little League.

## **2. Equipment**

- a. Each team will be required to bring three 11" softballs to the Marion Co. Little League prior to the team's first game.
- b. Bat must be a softball bat with BPF of 1.20 stamped on it. The bat diameter shall not exceed 2 1/4" in diameter.
- c. A NOCSAE approved batting helmet must be worn by all offensive players.
- d. A NOCSAE approved batting helmet may be worn by a defensive player.
- e. A protective face guard may be attached to any helmet.
- f. Face guards for defensive players will be allowed as long as not reflective material.

## **3. Regulation Game**

- a. A game will consist of 6 innings.
- b. It becomes an official game when 4 complete innings have been played or 3 ½ if the home team is ahead.
- c. There will be a 5 run maximum per inning except for the 6th inning when it will be score all you can.
- d. If the game goes into extra innings it will be played as the 6th inning of the game.
- e. Run rule is 15 after 3, 10 after 4, & 8 after 5 innings.

**4. Batter/Runner**

- a. A batter will receive a maximum of 6 pitches, unless the last pitch is a foul ball.
- b. A batter is out after 3 strikes (swinging or foul ball combination) or after 6 pitches.
- c. There are no walks, no bunting, and no infield fly.
- d. There is no stealing bases.
- e. A runner must stay in contact with the base until the ball is hit. If the runner leaves base early time will be called and runners will be returned to the base.

**5. Substitutions/Mandatory Play**

- a. Continuous Batting Order will be used and players will not have to play on defense.
- b. If a player is injured or becomes ill and can no longer play in the game, an out will not be called for the player's time at bat.

**6. Coach Pitcher and Player Pitcher**

- a. The Coach Pitcher must remain in the diameter circle around the pitcher's plate when pitching the ball and during the team's offensive play. If the Coach Pitcher's front foot is outside the diameter circle when the ball is released and the ball is hit, it will be declared a dead ball called strike.
- b. The Coach Pitcher shall stay in the circle during play and will not be allowed to coach the runners they may leave the circle to clear the bat and then return to the circle.
- c. The Player Pitcher must be beside or behind the Coach Pitcher until the ball has been pitched.
- d. The mound will be placed at 35 feet with an 8 foot circle.

**7. Umpire Rules for Ball in Play**

- a. Until the umpire grants and declares "time," the ball will remain in play.
- b. Once the lead runner has been stopped, in the umpire's judgment and an infielder has control of the ball, "time" will be called. You must stop the lead runner simply throwing the ball to the circle will not stop runners.
- c. The lead runner may change when there's a hit for more than one base. The umpire will watch the runners and will be aware when a lead runner changes due to a run being scored.
- d. When a batted ball hits the Pitcher Coach, "time" will be called. The batter will be awarded first base by the umpire. Other runners will only advance if they are forced to advance.