

**Sanford Youth League**  
**Sanford & Coleman**  
**COACH PITCH GIRLS RULES**  
**6-8 Years**  
*Revised 2/2014*

1. 6 year olds may either play t-ball or coach pitch at the parents and the SYL Safety Directors discretion.
2. All SYL batters must wear a helmet with a facemask.
3. No on deck batter is allowed.
4. Ten defensive players in the field.
5. Home team is responsible for preparing the field and providing umps (parent volunteer). Outs will be called. If a volunteer cannot be found, coaches will need to act as umpires.
6. No inning shall begin after 2 hours from the beginning of the game. Each game will consist of 4 innings unless called due to darkness or weather. 3 ½ innings constitutes a complete game. **2 hour time limit from the start of game.**
7. An inning consists of 3 outs or 5 runs scored. All players will play 2 defensive innings.
8. Teams can play a game without forfeit with 7 players, but they must list 8 players on their batting roster.
9. Coaches and managers are encouraged to assist players while on the field.
10. Bats shall not exceed 2 ¼ inches in diameter. Balls shall be 11", Yellow, non-restricted flight.
11. **There is a new pitching machine** to be used for pitching and will be used during the 1<sup>st</sup> 2 innings of each game. If for some reason the machine is not available a coach or designated volunteer will pitch. **NOTE:** Coaches cannot field. The team shall place a field in pitching position with the pitching machine. Each batter will get a hit or strike out (no walks). 3 swinging strikes. If it is clear that the batter cannot hit off of the machine, the coach may pitch to the batter or a tee may be used.
12. **You are required to develop 2 pitchers.** These pitchers will pitch the last 2 innings of each game. All pitchers will pitch from the mound. Pitchers will pitch up to 4 called balls, if the batter has not struck out after 4 called balls, the coach will finish pitching to the batter. The batter will then either hit or strike out. There will be no walks. The coach may pitch from a distance appropriate to the skill level of the batter.
13. Pitching distance is 40 feet. No illegal pitch shall be called.
14. Batter or base runner will be out for intentionally throwing of helmet or bat.
15. Offense will bat the roster. Free substitution is allowed, batting order does not change.
16. Base runners must slide if a play on them is imminent. If they do not slide they will be called out.
17. **Base Stealing:** Stealing bases is allowed from day 1. There is no stealing home. Base runners cannot lead off until the ball crosses the plate and steal unless the ball hits the backstop. A base runner may attempt to steal one base per pitched ball or passed (overthrown) ball, this includes to the pitcher, any passed (overthrown) ball. If an attempt is made to throw out the runner, the base runner may attempt, at their risk, to advance only one additional base (a base runner may only advance a maximum of one base per steal attempt).

18. Balls and strikes are called (suggest large strike zone).
19. No infield fly rule
20. Players will be rotated in all positions and should be provided the opportunity to play all positions throughout the season, with the exception of pitching and catching because of safety issues. Players will be assessed and given equal opportunity for play.
21. Defensive coaches may position themselves behind home plate and 2<sup>nd</sup> base and act as instructors. The defensive coach behind the plate may assist in retrieving a pass ball to return to the pitcher, but cannot act as a fielder during 'live' play.
22. A 'tee' may be used at coaches' discretion if players are having difficulty hitting 'coach pitched' balls.  
**REMINDER:** This is non-competitive league, with focus on teaching fundamentals and giving players the opportunity to learn and experience most, if not all field positions. An attempt will be made to rotate players into all positions and encourage children to try out the different positions.