

SOPRO 7/8u Coach Pitch Softball Rules

Game Play & Batting

- **Pitching Format:** Batters get 5 opportunities to put the ball in play. Each player will receive 3 pitches from their coach. Players will be considered out once they have three strikes or have received 5 pitches without putting the ball in play. ***A foul ball on the 5th pitch is considered an OUT***
- **Batting Lineup:** Teams will bat ALL PLAYERS on their roster
- **No Bunting:** Bunting (or slapping is NOT ALLOWED)
- **Stealing Bases:** players can not leave the base until the ball crosses the plate or is hit.
- **Overthrows:** To encourage development, runners are only allowed to advance one base on an overthrow to a base.

Defense

- **10-Player Fielding:** Teams put 10 players on the field at a time—6 infielders (including pitcher and catcher) and 4 outfielders.
- **Outfield Placement:** Outfielders must start in the outfield grass until the ball is hit.
- **Play is Dead:** Play stops when a defensive player possesses the ball in the infield (as defined by inside the bases) umpires will call "Time" (***You do not have to be in front of the lead runner***) Runners will be allowed to advance to the base they were advancing to at the time of the TIME OUT provided they were fully engaged in advancing prior to the time out.
- **Defensive pitcher position:** pitchers must have one foot inside the circle when the ball is pitched
- **Coach Pitcher Interference:** Any batted ball that hits the coach pitcher is simply a DEAD BALL (repeat the pitch)

Game Structure & Scoring

- **Inning Limits:** Each team will bat **6 batters (or three outs)** whichever comes 1st. An inning is completed after three outs or after the sixth batter has completed the at bat.
- **Time Limits:** 7/8u Games are limited to **70 minutes** or **6 innings**
- **No new inning:** will start with less than **5 minutes** remaining on the clock