



NEW RICHMOND FASTPITCH

Local Travel 8U Coach Pitch Rules

Updated: May 24, 2026

1. GAME FORMAT

A. League Purpose

The Girls Coach Pitch League is instructional. The focus is on teaching the fundamentals of softball and preparing players for the next level. There is no end-of-season tournament.

B. Practice & Game Length

- A 30-minute practice will be held before each scheduled game.
- Games are 4 innings or end based on the 60 minute time limit.
- All games must end 5 minutes before the next scheduled game.
 - Strongly encourage to confirm this between head coaches prior to the beginning of the game)
- There are no umpires; coaches are responsible for making fair calls.

C. Pitch Limit

- Each batter receives a maximum of 6 pitches from their coach or designated adult pitcher.

- Additional pitches may be granted for foul balls or pitches clearly outside the strike zone.
- If the 6th pitch is a foul ball, the batter receives another pitch.

D. Run Limit

- Maximum 5 runs per inning or 3 outs to end the half-inning.

E. Batting Order

- All players present will bat in a continuous order.

F. Player Rotation

- Players must rotate from bench to field every inning.
- No player may sit **two consecutive innings** or sit **more than one inning** more than any other player.
- No player may play the **same position more than 1 inning per game**.
- Each player must play **at least 1 inning in the infield** and **1 inning in the outfield**.
- All players are strongly encouraged to try catching

G. Defensive Alignment

- All outfielders must begin each play on the outfield grass.

H. Defensive Coaches

- Up to 2 defensive coaches may be positioned in the field for instruction.
- Coaches may not interfere with live play.

I. Governing Rules

- High School softball rules apply unless otherwise noted.

2. PITCHING REGULATIONS

A. Pitching Method

- Coaches pitch underhand. Pitching machines are not used.

B. Pitching Location

- Coaches pitch from the pitching rubber and should deliver hittable pitches.

- Pitching distance for Local Travel is set at 35 feet.
- If needed to ensure consistent, hittable balls for the batter, the coach may adjust their position and pitch from in front of the rubber.

C. Game Ball

- A 10" soft rubber ball will be used.

3. HITTING RULES

A. At-Bat Procedure

- Each player gets 6 pitches to put the ball in play.
- If the batter does not put the ball in play after 6 pitches, the batter is out unless the final pitch is a foul ball.

B. Foul Ball Catches

- A foul ball that goes above the batter's head and is caught by the catcher is an out.

C. Ball Contacting Pitching Coach

- If a batted ball hits the pitching coach:
 - The batter is awarded first base.
 - All runners advance one base.

D. Bunting

- No bunting, of any kind, is allowed.

E. Hit-By-Pitch

- Batters are not awarded first base for being hit by a pitch.

F. Throwing the Bat

- One warning; subsequent offenses result in an out.

G. Safety Equipment

- All batters, runners, and on-deck batters must wear batting helmets with face masks.
- On-deck batter positioning depends on batter handedness.

H. Bat Safety

- No swinging bats outside the field of play.

I. Bat Standards

- Bats must be official softball bats (2¼" diameter or less).

4. BASE RUNNING RULES

A. Stealing

- No stealing is allowed.

B. Leading Off

- Runners may not leave the base until the ball crosses the plate.
- Leaving early results in an out.

C. Overthrows

- Runners may advance one base only on an overthrow.
- Play stops after the overthrow.

D. Advancing on Hits

- Multiple bases on a well-hit ball are allowed and encouraged.
- Coaches should use good judgment and sportsmanship.

E. Runner Outs

A runner is out for:

- Leaving the baseline to avoid a tag.
- Contact with a fielder without sliding (if contact occurs).
- Sliding head-first, except when returning to a base.

F. Double First Base

- Runner uses the colored base on initial plays unless the fielder is pulled into that area.
- The runner is not out for touching the white base unless it causes a collision.

5. GENERAL SAFETY & EQUIPMENT

A. Safety Guidelines

- Long pants recommended.
- No metal spikes; turf shoes encouraged.
- Catchers must wear a helmet (batting helmet acceptable at this level).
- No jewelry allowed.
- Helmets with face masks required for batters.
- Fielding masks are required for all fielders.

B. Uniforms

- New Richmond Fastpitch issued jerseys are mandatory..

C. Conduct

- No swearing or abusive language.
- Coaches must make fair calls since there are no umpires.
- New Richmond Code of Conduct applies to all players, coaches and parents

D. Field Duties

- Home team prepares the field before the game.
- Home team cleans up the field afterward.

6. STORM PROTOCOLS

- Coaches must use good judgment during storms.
- Play is suspended immediately upon lightning.
- Tornado warnings require immediate shelter.
- Coaches must ensure all players have transportation home or access to shelter.
- Coaches must account for all players before leaving.

7. COACHING RULES

- Teams consist of 1 head coach and 2 assistants.
- Coaches must accept assigned players.
- Only the President, Vice President or Local Travel Director may add or remove players from a roster
- Recruiting players is prohibited.

- Coaches must complete required training and background checks prior to working with players
 - Issues with parents, players, or fields must be reported to the Local Travel Director, President or Vice President.
 - Up to 2 defensive coaches may be positioned in the field, with another behind the catcher.
 - Offensive coaches must remain in the coaches' boxes unless time is called unless they are pitching.
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