

**2019**

**8-UNDER COACH-PITCH NORTH STATE**

**POOL PLAY**

**POOL A**

Team 1 (T1) Kosciusko All Stars

Team 2 (T2) Starkville All Stars

Team 3 (T3) Madison Ridgeland Gray

6:00pm	Field E	T1 Kosciusko All Stars vs T2 Starkville All Stars
7:15pm	Field E	T1 Kosciusko All Stars vs T3 Madison Ridgeland Gray
8:30pm	Field E	T2 Starkville All Stars vs T3 Madison Ridgeland Gray

**POOL B**

Team 4 (T4) Madison Ridgeland Blue

Team 5 (T5) luka All Stars

Team 6 (T6) Booneville All Stars

Team 7 (T7) Kosciusko Motion 10

7:15pm	Field F	T4 Madison Ridgeland Blue vs T5 luka All Stars
7:15pm	Field G	T6 Booneville All Stars vs T7 Kosciusko Motion 10
8:30pm	Field F	T4 Madison Ridgeland Blue vs T6 Booneville All Stars
8:30pm	Field G	T5 luka All Stars vs T7 Kosciusko Motion 10

**TIE BREAKERS**

**1- Win/Loss Record**

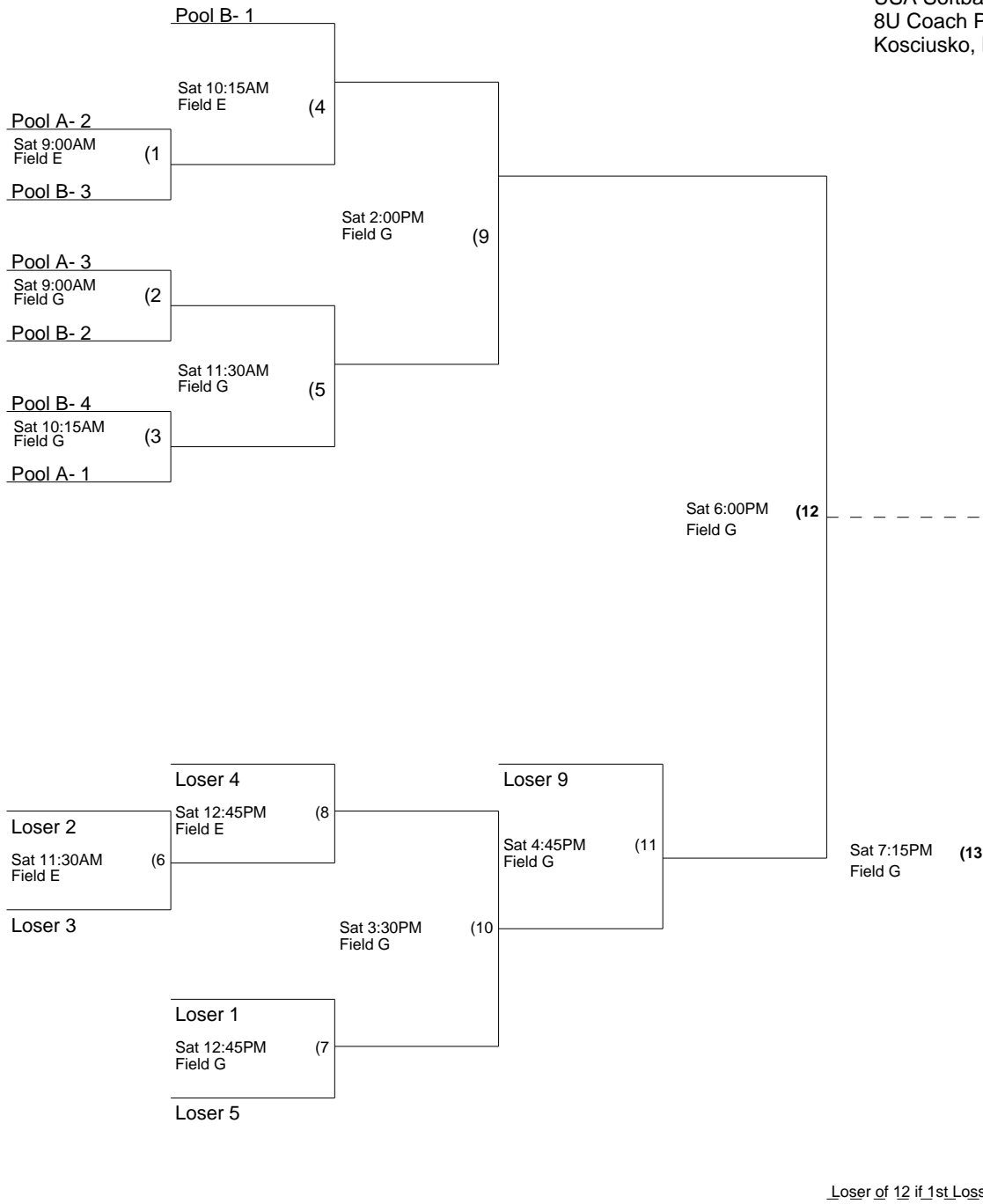
**2- Heads up competition**

**3- Least runs allowed**

**4- Most runs scored**

**5- Flip of a coin**

USA Softball of Mississippi  
 8U Coach Pitch North State Championship  
 Kosciusko, MS



Loser of 12 if 1st Loss

USA SOFTBALL OF MISSISSIPPI  
Girls 8 & Under COACH-PITCH  
Rules & Regulations  
Effective January 2017

1. All games shall be governed by USA Softball Official Rules except as amended herein:
2. All rostered players on each team will be listed in the batting order. Any eleven (11) players may play defense, thus allowing 5 outfielders. If teams have different numbers of rostered players, the team with more players may elect to play only the number of players as on the other team; then the remaining players may be substituted for the starting players. (Example: Team A has 12 rostered players and Team B has 14 rostered players- Team B may choose to play only 12 players; however Team A must play their 12 players).
3. A team must have nine players to start a game. The tenth (10) batting slot WILL NOT be an out. If a player arrives late to a game, they will be added to the bottom of the line up and will bat at the proper time.
4. In case of sickness or injury, the game will continue as long as each team has nine players. An out will be recorded when a player cannot take her turn at bat.
5. Each batter will receive up to five (5) pitches. A missed third swing or a fouled fifth pitch will result in an out. The number of pitches thrown will be recorded by the umpire. No WALKS and no bunting (a bunted ball will be handled as a foul ball).
6. A coach will pitch to his own team from a distance of 35 feet and must keep in contact with the pitching rubber when the pitch is released. Failure to do so is an illegal pitch and a strike will be called on the batter. If a batted ball hits the pitching coach, the ball is dead and pitch replayed. If the umpire rules the pitching coach interferes with the batted ball intentionally, the batter is out and no runners can advance. If the pitching coach interferes in a defensive play, the ball is dead and the runner being played on will be declared out and all runners must return to the base occupied at the time of the interference.
7. The pitch may be without an arch, but with moderate speed. Pitches of excessive speed will result in a warning to the pitching coach. A second warning of pitches of excessive speed will result in the removal of the pitching coach from the pitching position.
8. The pitching coach must attempt to leave the field and try to pick up the batter's bat once the batter hits.
9. On defense, a team may place one coach on the outfield grass for the purpose of coaching the defensive players only. The defensive coach may coach any of his defensive players in the same manner as he would coach from the dugout. If the defensive coach does not stay on the outfield grass, one would be removed from the position for the remainder of the game. If a coach is removed from the defensive coaching position, another one of the team's coaches will be allowed to become the defensive coach. All rules concerning interference or obstruction will apply to the defensive coach.
10. The umpire will call time once the defensive team or the offensive coach has stopped the progress of the lead runner. Runners will not be allowed to "jockey" between bases; they must continue to the next base or return to the last base touched. Umpire judgment is final and will not be questioned.
11. There will be NO INFIELD FLY RULE. Base stealing will not be allowed.
12. A game will consist of seven (7) innings or a one hour (1 hr.) time limit. A run rule of fifteen (15) after three (3) innings or ten (10) runs after five (5) innings will be used.
13. A team may score a maximum of seven (7) runs per inning. The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game
14. Official approved USA SOFTBALL 11" softballs and USA SOFTBALL approved softball bats must be used.
15. Official base distance will be 60 feet.
16. Infielders must play no closer to the batter than 35 feet with one player in the pitcher's position. All outfielders must be off the infield area (on the grass) when the pitch is released.
17. When the pitch is released, the team player pitcher must be within 3 feet to the left or right or rear of the pitching rubber, not in front of the pitching rubber.
18. All safety rules and equipment as listed in the USA SOFTBALL Rule Book are mandatory for all players.
19. All catchers must be in full protective gear to include catcher's mask (hockey goalie mask is approved), shin guards with knee caps protection and body protector.
20. The catcher must be in the catcher's box at the start of the pitch.
21. Teams must play in the North or South State Tournament in order to play in the Gold, Silver or Bronze Overall State Tournaments- NO EXCEPTIONS!!!
22. Teams will be classified Gold, Silver or Bronze based on their participation in the North or South State.
23. All teams that qualify to advance to the next tournament level should pay the tournament entry fee before leaving this tournament. See your Tournament Director.