

TOP GUN COACH PITCH RULES

8 & Girls Division

Revised April 14, 2024

AGE CUT OFF

- A. Age 8 & under. Cut off date is January 1st. Player may not turn 9 before January 1st. Please have Birth Certificates or copies available if needed.

NATIONAL FEDERATION RULES

- B. National Federation Rules Apply with the following TOP GUN EXCEPTIONS

SOFTBALL USED

- C. High School Federation Rules apply. We will use the 11" ball.

RECOMMENDED FENCE DISTANCE

- D. The recommended fence distance is from 140 feet to 200 feet.

BAT RESTRICTIONS

- E. High School Federation rules apply.

REGULATION GAME AND TIME LIMIT

- F. A regulation game will be SIX (6) innings.
Official Game Status is 2.5 innings of a ballgame.
- G. Time limit will be one (1) hour on all games including Bracket Play.
Championship Game will be one (1) hour 15 minutes.

RUN RULE

- H. Top Gun will use the 12, 10, 8 run rule in all tournament play.
If one team is 12, 10, or 8 runs ahead after 3, 4, or 5 innings, or after 2 ½, 3 ½, or 4 ½ innings the home team is ahead by 12, 10, or 8 runs or more, then the team with the lead of runs is declared the winner.

BASE PATH

- I. Base paths will be 60 feet.

PITCHING

- J. Pitching rubber or plate will be set at 35 feet.
- K. Pitchers circle will be 8 feet radius from the pitcher plate.
- L. The coach/pitcher must pitch from the pitcher plate or behind the pitcher plate. The Coach pitcher cannot take steps toward the batter and leave the pitcher plate.
- M. Pitching distance will be 35 feet for the minimum and 40 feet as the maximum. The Coach Pitcher shall not move past the 35 feet minimum. **If pitching from 35' the Coach Pitcher should be in contact with the 35' pitching rubber** .(No walking toward the batter to throw the pitch and not being in contact with the pitching rubber) **Penalty: For not being in contact with eht rubber when pitch is released: 1st time warning 2nd time coach is confined to the dugout.**
- N. Player pitcher must have one foot inside pitching circle and must be even with or behind the 35' pitching rubber at the batters contact, providing the batter is not bunting. (**Penalty if seen by umpire:** It will be considered a Delayed dead ball and you can either take the result of the play or batter will receive first base) If player is bunting the player pitcher can leave the circle early.
- O. Each player gets 5 pitches or 3 swings unless the last pitch/swing is fouled off. There will be no walks or free bases. Players may continue to foul balls past the 5th pitch. If a player bunts on the 5th pitch and it is foul she is OUT. There will be NO INTENTIONAL WALKS.
- P. All coaches must pitch underhand. Underhand includes the normal softball windmill pitch. NOTE: SEE RULE M about feet in touch with rubber. Once the ball is batted the coach must move to the nearest sideline opposite of the way the batted ball goes until all play is dead. Any delay, interference, or obstruction by a coach will be ruled upon by the umpires. On bunts only, the adult pitcher must take a knee in the pitcher circle. A ball that strikes the adult coach pitch pitcher is dead and all runners return to original base regardless if the coach pitcher attempts to move or not.
IF A COACHPITCH PITCHER INTERFERES WITH THE RUNNER OR FIELDER BASED ON THE UMPIRES JUDGEMENT THEN IT WILL BE DEADBALL, EVERYONE GOES BACK TO THEIR BASE AND IT COUNTS AS A PITCH ON THE HITTER

GAME SCORING

- Q. EACH TEAM MAY ONLY SCORE A MAXIMUM OF 5 RUNS FOR THE FIRST INNING.

The 2nd, 3rd, 4th, 5th, innings the leading team may always be able to score 5 runs even though the lead could be greater than 5 runs.

The team that is behind when batting after the first inning, may always be able to even up the score, and score 5 additional runs, this applies to the 2nd, 3rd, 4th, 5th innings only.

The 6th inning or any additional innings played are unlimited scoring innings.

If time has expired and you have to use the International Tie Breaker Rule then it is unlimited scoring regardless of the inning.

BATTING

- R. All team players will bat in a SET BATTING ORDER.
- S. Teams are to bat the entire roster. The entire roster means all players that are present at the game, and dressed to play. Coaches may not elect to delete players from the playing roster to gain an advantage.
- T. The Setting out of players for big games is classified as **UNSPORTSMANLIKE CONDUCT**. Violation of this rule may result in Team Disqualification from the event.
- U. Coach Pitch uses 10 players on defense. You must have at least eight (8) players to start or finish a game or it will be ruled a forfeit.
- V. If a team has less than 9 players in the batting line-up, then the below rule is applied
 - **TEAMS WITH 8 PLAYERS BATTING, THE 9th BATTER WOULD BE CALLED OUT DURING HER TIME AT BAT.) In the case that a player is hurt or sick and cannot take her position in the batting order, then her spot will be ruled an out, but she may return to the game at any time she is able. If the player is unable to return to the game then her spot would not be an out but cannot return to the game.**
 - A bat person will be allowed in the dugout. Any time the batboy or girl comes onto the playing field, he or she must wear a batting helmet.
- W. A team whose batter slings a bat will receive on the first incidence a warning. The second incidence by any batter will be an out, and the ball is dead with no runners advancing.

- X. Bunting is permitted. No fake bunts, player showing bunt may not fake bunt and swing in an effort to hit the ball. PENALTY IS THE BATTER IS OUT, AND THE BALL IS DEAD. Slap Bunting is allowed as long as it is not a show bunt and swing.
- Y. On bunting situations **only**, all players may be inside of the 30 feet imaginary line. All players may charge the bunt on the first sign of a bunt.
- Z. On bunting situation **only** the defensive pitcher may leave the circle at the same time the batter shows a bunt and be inside of the 30 feet imaginary line on contact.

AA. Batted balls, unless called foul by the umpire, are alive and in play until the defense stops the progress of all runners. **Time will be called by the umpire** when the defensive player has possession of the ball in advance of the lead runner. If runner is more than halfway to the next base when time is called, the runner will be awarded to next base. If they are not half way to the next base when time is called, they will be returned to the previous base safely. The ball is dead until the next batter. **Taking the ball to the circle DOES NOT STOP THE PLAY.**

When a batted ball hits the coach pitcher regardless if the coach pitcher attempts to move or not. ALL runners, AND the batter return. The pitch is a no pitch, does not count for or against the batter. The count returns to the count before that pitch and all runners return to the bag they were at prior to that pitch.

- BB. Line ups turned in will be the line-up for the entire game. Players that are listed on the lineup card must bat in the order. Players that become sick or hurt during the game will be ruled an out each time their bat comes around, but may return to the game at any time. If unable to return to the game then only her first at bat would be an out.
- CC. The coach pitcher is limited to instructing the batter only. The coach pitcher may not instruct the base runners. **(Penalty: 1st time-Warning, 2nd time-Confined to Dugout)**
- DD. Only one batter allowed in the on-deck circle. All other players must remain in the dugout.

DEFENSIVE

- EE. Ten (10) players will play when a team is in the outfield. All Players must play every **other inning while in the field.**
- FF. Defensive substitutions may occur at the coach's discretion, **the defensive rule still applies.**

- GG.** To be able to continue or start a game a team must have at least eight (8) players or game will be ruled a forfeit.
- HH.** Teams finishing with less than 9 players must still provide a catcher in the catcher position.
- II.** Only 6 infielders may be used.
- JJ.** Four (4) outfielders will be used. Outfields must play at least 30' Feet behind the Base paths. Teams that start with less than 9 players must field a full infield. Outfields can make plays on the infield. (run and tag runners between bases or step on bases for outs)
- KK.** The catcher must be properly equipped. The catcher must play her position herself no more than six feet from home plate at the start of the pitch. Pitcher may field the ball and run to tag a runner that is running home or she may touch home plate. The Catcher does not have to make the 1st attempted play at home,
- LL.** An Imaginary safety line will be 30 feet from home plate. No player may be inside of the safety line on contact of a batted ball. This is a hitting rule only and does not apply to the Bunting Rule. In bunting situation, the defensive players may charge at the sign of a bunt and be inside of the 30 feet imaginary line on contact. **PENALTY-BATTER WILL BE AWARDED FIRST BASE. (This is an Umpire Judgement call)** Best way to make sure this doesn't happen is tell your infielders not to come closer then the 35' pitching rubber.
- MM.** There is no infield fly rule.

BASE RUNNING

- NN.** There is no base stealing.
- OO.** All runners shall be in contact with their bases and shall not leave their bases until the ball crosses the plate. If a runner leaves the base before the ball crosses the plate, the umpire shall signal to indicate the violation at the time it occurs. The runner is **out and removed** from the base upon leaving the base early
IMMEDIATE DEAD BALL.
- PP.** Runners do not have to slide at a base or home plate. Runners must however avoid malicious contact with and defensive player which includes the catcher or any fielder. This rule is the judgment of the umpire.

COACHES

- QQ.** Offensively, only base coaches and the coach pitcher will take positions on the playing field during a game. **THE COACH/PITCHER IS NOT ALLOWED TO**

INSTRUCT BASE RUNNERS. (Penalty: 1st time-Warning, 2nd time-Confined to Dugout)

The pitcher coach can instruct hitter from circle before she bats. One offensive trip conference per inning to the plate and on the 2nd trip coach will be confined to dugout. All other instruction will be from the circle. One trip conference per inning regardless of pitcher coach or base coach.

- RR. Defensively, a coach may be positioned on each foul line half way from the outfield fence and third base. The outfield coach is confined to coaching the outfielders only. A coach in violation of the coaching box rule will be confined to the dugout in violation of this rule. At no time may the coach step onto the playing field except in case of obvious injury. (**This is an Umpire judgement call**)
- SS. Base Coaches may not have physical contact with runners while the ball is alive and in play. Penalty is runner is out.

SPEED UP RULES

- TT. Speed up rules may be used for the catcher at any time. The last batter that made the out may run for your catcher at any time, but it is not mandatory.

TIME OUTS

- UU. 1 Timeout per inning Defense or Offense

Rain

- VV. Teams should report to venues, if there is any doubt of game being played. The responsibility will be on the head coach to find out if games are rained out. Coaches must come to venues to find out in games will be played, or if a game has been rescheduled. If at all possible, games will be played in complete.

Games that are stopped will be continued from the point of stopping, if not reached official game status. Rain delays could last for any period of time. The tournament director has the authority to change the format of the tournament due to inclement weather.

If rain occurs after official game status has been reached, and the games cannot continue due to rain and field conditions, the game will be called and become a complete official game. Only the tournament director will make that decision. Also during rain Pool games can be moved to Drop Dead instead of finish the inning. No revert back on Drop Dead. Score would stand as is when game ends.

VV FORFEITS

The tournament committee shall administer the rule so that any team which forfeits will not benefit and may not advance to championship pool play or

bracket play, unless the tournament committee determines there were extenuating circumstances causing the forfeit. Teams not having enough players to participate from either starting or ending a game, will not be considered extenuating circumstances.

WW PROTEST

Protests must be made verbally with the umpires by the offended team at the time of the play and before the next pitch is thrown. A fee of \$100.00 cash (refunded if upheld) must accompany the protest. All decisions of the protest committee shall be final. Only the decision involving the misinterpretation of misapplication or a rule may be protested. No protest shall be allowed in matters involving solely the official's judgment.

XX EJECTIONS

Manager, coach, or players in all age divisions, the first occurrence results in the suspension for the game and the removal from the game venue, and also the next scheduled game. The coach is not permitted at the game venue for his suspension game. A player ejected may remain in the dugout after being ejected.

A second ejection during the tournament results in suspension for the remainder of the tournament as well as possible impositions of further sanctions subject to the review of the Top Gun Tournament Officials.

YY MISC RULES

No coaches or officials will be allowed to use any tobacco products inside the fence, including the dugout. First action will be a warning from the umpire. Second action will require the offender to leave the playing field.

ZZ A maximum of four adults allowed in the dugout at any time.