

# 2025 MOC Rules

## 8U “Coach Pitch” Girls Division

### MOC General Girls League Rules

1. OHSAA Rules and Regulations are to be followed. The following rules are supplement to and supersede OSHAA and are designed to assist the players to develop their skills while learning the game. No supplemental rule can be changed without the approval of the MOC Board.
2. Each association will have rules in regarding coaches, player & spectator conduct. Each member team will respect and observe the park rules of each host facility.
3. It is the coaches’ responsibility to control their players, parents and spectators on the sidelines including conduct and comments to the other team’s players and coaches. Any player, coach, parent, spectator, etc. ejected from the game shall be suspended for that and the next scheduled game. The suspended person or persons must leave the game and go to the parking lot. Depending on the severity of the ejection, the MOC Board, in its sole discretion, may assess additional suspensions or actions. The Executive Committee of the MOC must be notified of all suspensions.
4. Unsportsmanlike conduct by players, coaches, parents or fans WILL NOT BE TOLERATED. Such behavior may result in forfeiture of the game.
5. Cheers and chants are encouraged. They promote teamwork, motivate players, and add to the player’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.
6. All offensive players on the field must be wearing a helmet with a mask. This includes the batter, base runner(s) and on-deck batter.
7. No metal spikes.
8. **No player may sit out 2 consecutive defensive innings.**
9. The home team is the official scorebook.
10. A team must be fielded by 15 minutes after the scheduled start time. A team can play with 8 players, but the 9th batter will be an automatic out. If a team does not have enough players to start the game, the game will be forfeited. Every attempt should be made to play the game. In the event of a forfeit, coaches and umpires should discuss alternatives to play the game which may include sharing players or playing

shorthanded. Teams may finish the game with less than the required number of players they start with. Vacated positions in the batting order will be an automatic out.

11. The time limit is 1 hour, forty-five minutes (1:45). A new inning cannot start after 1:45 hours.
12. Bases are to be 60' apart.
13. Casts of any kind are not allowed.
14. Bases coaches must be adults. A team may have no more than 2 coaches on the playing field.
15. Home Field umpire will supply 2 new softballs for each game.
16. Games are six (6) innings unless the mercy rule or time limit comes into effect.
17. The mercy rule is 15 runs after 4 innings (3/12 innings if Home team leads by 15) 10 runs after 5 innings (4 ½ if the home team is leading by 10 runs).
18. Maximum of five (5) **runs per inning**, excluding the sixth inning and any required extra inning.
19. Field preparation should consist of hash marks at the half way points between 1st and 2nd base, 2nd and 3rd base & 3rd base and home plate. A 16' diameter circle will be made around the 40' pitching rubber, which puts the front of the circle at 32 feet.
20. A Rawlings 11" RIF 10 optical yellow softball will be used.

### **Pitching**

1. Coaches will pitch all games from a distance of 32' to the back of home plate.
2. There will be a seven (7) pitch limit per batter and no walks will be allowed. A batter will be called out after three (3) swinging strikes or if the batter fails to hit after 7 pitches. An additional pitch is allowed if the 7th pitch or any additional pitch is fouled off.
3. A coach pitcher must make every effort not to become involved in a live play. If a coach pitcher, in an effort to defend themselves, catches or is struck by a batted ball, the ball is dead. All base runners return to their original base and the at bat continues. The play will be ruled a no pitch and the pitch count will not be affected.

### **Defense**

1. Defense will consist of a maximum of 10 players, 6 infielders and 4 outfielders in traditional positions. Outfielders must be positioned a minimum of 20' behind the baseline.

2. The player/pitcher must have at least 1 foot inside the circle until the ball is hit.
3. A maximum of two (2) defensive coaches will be allowed on the field. They must be positioned behind the deepest outfielders.

### **Batting**

1. The batting line-up will include all players who are present.
2. A team may score a maximum of **five (5) runs per inning, EXCLUDING** the sixth inning and any required extra innings. Those innings will have no maximum.
3. Bunting or slap hitting is not allowed.
4. The infield fly rule will NOT be played.

### **Base Running**

#### **\*\*Base Running-Revised ruling**

1. **Any ball that is hit in the infield, the batter will ONLY get ONE base. (ex. Ball is hit to SS who fields it and over throws to 1st base. Runner stays on 1<sup>st</sup> base. Any other base runner advances ONE base.)**
2. **If a ball is hit to the outfield, the defense must stop the lead runner or have control of the ball in the pitcher's circle for runners to be stopped.**
3. The umpire will call time after the pitcher (player) is in control of the ball with at least (1) foot inside of the pitching circle and NOT ATTEMPTING to make a play. The umpire will then position base runners according to their proximity to the hash mark that is placed halfway between bases. **NO ARGUING OF PLACEMENT BY THE COACHES WILL BE ALLOWED.**

A. A ball that is hit with runners on base are forced to run to the next base - Runners must advance and fielders must attempt to make an out. Time will be called after the player pitcher has control of the ball with at least 1 foot inside the pitching circle.

B. The pitching circle should be as close to an 8-foot radius as possible. It can be the dirt area of a mound if the field is a grass infield. This should be clarified to both coaches at the beginning of the game.

C. An unforced base runner may advance 1 base at their own risk on a hit ball as long as they have started to advance prior to the ball being in control of the player pitcher with at least 1 foot inside the pitching circle.

D. The umpire will call time after the player pitcher is in control of the ball with at least 1 foot inside the pitching circle and not attempting to make a play. The umpire will then position base runners according to their proximity to the hash mark that will be placed halfway between bases. **NO ARGUING OF PLACEMENT WILL BE ALLOWED BY COACHES.**

E. The coach pitcher should make every attempt to get out of the play after the ball is hit by going in foul territory beyond the 3rd baseline. If a live ball comes into contact with a coach pitcher (after it has been handled by a defensive player) the ball will be dead. The umpire will then position base runners according to their proximity to the hash mark that will be placed halfway between bases. **NO ARGUING OF PLACEMENT WILL BE ALLOWED BY COACHES.**

### **Tournament Rules**

1. The tournament format will be a full double elimination format (including the “if necessary” game) unless an alternative format is approved by the MOC Board.
2. Teams shall be placed in the bracket by “open” draw with no regard for regular season record. Teams from the same “association” shall not be paired against each other in the first round of the tournament.
3. A coin toss before each game will determine the home team regardless of where the game is played. The home team will keep the official score book.
4. The time limit is 1 hour, forty-five minutes (1:45). A new inning cannot start after 1:45 hours.. Games are six (6) innings unless the mercy rule comes into effect. The mercy rule is 15 runs after 4 innings (3/12 innings if Home team leads by 15) 10 runs after 5 innings (4 ½ if the home team is leading by 10 runs).
5. No defensive coaches will be allowed on the field.