

Kingsbury Park District Soft Toss Procedures

- Games will be two innings in length or the allowed time of 55 minutes. Games must be concluded by 5:55 p.m.
- No score will be kept.
- All players bat each inning.
- Defensive team may have no more than two coaches on the field.
- Players should alternate positions from game to game. All players are to play the field each inning: C, P, 1B, 2B, SS, 3B – the rest are outfielders.
- No bunting & No infield fly rule.
- No lead offs. Runners stay on base until ball is hit.
- Play starts with a coach, from a kneeling position approximately 45 degrees from the batter, tossing the ball softly underhand in front of batter. Coaches will also be allowed to throw from the pitching rubber if they choose. A batting tee will be near home plate in the event one is needed.
- Batter will be allowed 5 attempts to hit the ball thrown by the soft toss coach. After the 5th pitch the batter will be allowed to hit from the tee. No strike outs.
- Players must touch each base in order. You may need to have them go back to touch the base.
- The Last batter of the inning will run all of the bases and touch home, clearing the bases.
- Players should be instructed not to throw the bat.
- Players should stay seated on the bench until their turn to bat. After their turn is complete, they should return to the bench.
- Runner(s) will not be awarded a base on an overthrow to any base.
- Safety balls will be provided. No hard balls will be used
- Last team listed on the schedule is the home team.
- No KPD Umpires will be used. Coaches will officiate.
- The ball is considered dead when the ball is thrown to home or thrown to the base where a play is being made.