

# ***MCYBSA League Specific Rules***

## ***Boys Coach Pitch 8U***

### **1.0 GAME DURATION**

- 1.1 The time limit for a coach pitch game will be one (1) hour and thirty (30) minutes or six (6) innings.
- 1.2 A hash mark will be lined half way between 1<sup>st</sup> and 2<sup>nd</sup> base and 2<sup>nd</sup> and 3<sup>rd</sup> base and 3<sup>rd</sup> and home plate.
- 1.3 A complete game will be declared if after 3 ½ innings the home team is ahead by 12 runs or more.
- 1.4 A complete game will be declared if after 4 innings the visiting team is ahead by 12 runs or more.
- 1.5 Teams will have a two (2) minute time limit between innings. The umpire will have sole discretion on this, as it is his responsibility to keep the game moving.

### **2.0 PLAYING FIELD DIMENSIONS AND REQUIREMENTS**

- 2.1 Distance between bases is sixty (60) feet.
- 2.2 Distance from front edge of pitching rubber to base edge of home plate is (46) feet.
- 2.3 A six (6) radius / 12 foot circle shall be drawn around the pitcher's mound.

### **3.0 TEAM ROSTERS, ELIGIBILITY AND PARTICIPATION**

- 3.1 If a team only fields nine (9) players at the start of the game and a player is injured and the team continues to play with eight (8) players, the open batting position is skipped over for the remainder of the game and does not result in an out. If a player is ejected, the umpire will call a forfeit.
- 3.2 Each player must play (3) three innings in each (6) six inning game with (2) two innings of participation occurring within the first (4) four innings. Additionally, each participant must play (2) two innings in the infield for each (6) six inning game, there being no requirement to play each participant (2) two innings in the infield when the game is (5) five innings or less. In addition, no player will sit the bench for (2) two consecutive innings and no player may sit twice before all players have sat one inning.
- 3.3 This division will play with ten (10) defensive players.

### **4.0 COACHES**

- 4.1 A defensive coach will be allowed behind the first and third base line to help with outfielders. They shall not come in contact with the ball or players, nor shall they cross the baseline. If this happens, the play becomes dead and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.

## 5.0 COACH PITCH PLAYING RULES

- 5.1 **SCORING LIMITATION:** The offense shall score no more than eight (8) runs per inning. However if more than eight runs are scored within the completion of the batters at bat then all runs count. Example: If the offense has 7 runs scored already in an inning and there are runners at 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases and the batter hits a triple, all three runs count. When the play ceases, the inning shall be over and the next inning shall start. Should a game complete five (5) innings and the time limit has not been met, in the 6<sup>th</sup> inning the scoring limitation is removed and the game will be played to completion, unless suspended due to weather, lightning or other conditions that warrant a suspension.
- 5.2 No collisions will be tolerated. See rule 6.2 in the MCYBSA Playing Rules.
- 5.3 Bat throwing will not be tolerated. See rule 6.3 of the MCYBSA Playing Rules.
- 5.4 Base runners are not permitted to leave their base until the ball is hit. If the runner is not in contact with the base when the ball is hit, the runner shall be called out by the umpire.
- 5.5 "Time" shall be called by the umpire when the defense has attempted a play on any base runner. (The attempted play does not need to be successful in order for the time rule to be in effect.) Time is requested only by an infielder that is in possession of the ball and only once play has stopped. Once time has been awarded by the umpire, all runners will be awarded bases according to their position on the base paths at the time play was ended. Runners who are judged to be beyond half way to the next base will be awarded the base they were advancing towards. If the runner is not past half way, they shall be awarded the last base they legally occupied. In the event a runner has not passed the half way mark, but the preceding base is occupied by another runner, the former runner shall be awarded the unoccupied base. The umpire's decision will be final.
- 5.6 There will be a maximum of one additional base on an overthrow, runners run at their own risk of being put out. Example: An overthrow occurs on a base runner at 1<sup>st</sup> base, runner is allowed one base, if there is no attempt on this runner going to 2<sup>nd</sup> base that is all that he is allowed to advance. The umpire's decision is final.
- 5.7 The "infield fly" rule will **NOT** apply.
- 5.8 The dropped third (3<sup>rd</sup>) strike rule will **NOT** apply.
- 5.9 Fair balls resulting from an intentional half swing or bunt will be declared dead and the batter will receive a strike.
- 5.10 A hit batter does **NOT** go to first base. This pitch constitutes a no pitch.
- 5.11 There are no walks in this league.

## 6.0 COACH PITCH PITCHING RULES

- 6.1 A manager or coach will pitch to his or her own team when it is at bat. The coach/pitcher shall make every reasonable effort to avoid contact with any batted or thrown ball, as well as the obstruction of a defensive player. In the event a batted ball strikes the coach/pitcher, the ball shall be considered “live” and will remain in play. If a thrown ball strikes the coach/pitcher, the ball shall be declared “dead” and runners will return to the last base attained in the judgment of the umpire. If the coach/pitcher accidentally catches the ball, play is dead and that pitch does not count.
- 6.2 Each batter shall be thrown five (5) pitches. There are no walks. The batter’s turn at bat will be declared an out if the batter swings and misses three (3) pitched balls or the batter fails to hit a pitch into fair territory in the allowed five (5) pitches. If the fifth (5<sup>th</sup>) and subsequent pitches are hit into foul territory, the batter will continue batting until a pitch is taken or swung at and missed.
- 6.3 One defensive player shall be positioned within a six (6) feet radius of the pitching rubber and must be located either to the right or left of the coach pitcher. This defensive player must have one foot with in the pitching circle at the time of the pitch. .
- 6.4 The catcher should be in the proper fielding position.
- 6.5 Coach/pitcher shall pitch from the pitching rubber – overhand for the boy’s league. \* Special Circumstance \* At the managers / umpires pre- game meeting, managers can request a shorter pitching distance to accommodate a batter(s) handicap.
- 6.6 The coach/pitcher **CANNOT** coach while the ball is in play. The only time a coach/pitcher can talk to a player is if the coach/pitcher is giving instructions to the batter before making the pitch. If the coach/pitcher coaches in any other way, the umpire will issue a warning. Any additional offenses during the same game will result in the umpire calling the player(s) out.
- 6.7 An appeal play may be initiated by the manager or acting manager to the umpire.