

## **8 & UNDER COACH PITCH League Rules**

### **GENERAL RULES**

1. The home team will be determined by a coin toss.
2. Dugouts will be determined on a first come, first serve basis.
3. All catchers are required to wear catcher's mask, helmet and chest protector.
4. All batters and base runners are required to wear helmets with a chin strap.
5. No infield warm-ups will be allowed prior to or during the game, however both teams may use the outfield area simultaneously to warm-up prior to the game being ready to start.
6. There are NO FORFEITS. There is no minimum number of players required to start/ finish the game. Team may borrow players from the opponent or other teams within the same league (age group) if necessary or play with the players present. Play ball!
7. CRPA will rule upon any item not covered below.

### **PLAYING RULES**

1. The Official ASA Rulebook will govern play for all leagues with the exceptions listed.
2. The game shall consist of 6 innings. No new inning shall begin after 1 hour and 15 minutes. Exception: Tie games shall be continued using the international tie-breaker rule until a winner is determined or for a maximum of 6 innings or 1 hour and 30 minutes.
3. In an effort to allow maximum participation and playing time, even if one team cannot win because of run limits, and if there is time remaining, the game will be continued until the time limit is reached.
4. The official starting time shall begin with the coach pitcher's first pitch. (This will be the first warm-up pitch.)
5. Base distance will be 60' in length with a hash mark midway between 1B & 2B, 2B & 3B, and 3B & home.
6. The pitching rubber will be set at 35' with an 8' radius circle around it.
7. If game is suspended due to rain or any other reason, 45 minutes or 3 ½ innings will count as a complete game.

### **DEFENSE**

1. All players present may play a defensive position.
2. A maximum of six infielders may be used (pitcher, catcher, 1B, 2B, SS, 3B).
3. The catcher may be in up position. The catcher position is a required defensive position at all times.
4. No infielder will be closer than 30' feet (halfway between home and 1<sup>st</sup> or 3<sup>rd</sup>) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield or a minimum of 10' behind the baseline until the ball crosses the plate.
6. No more than 2 defensive coaches will be permitted in the outfield. An infield coach will be allowed just outside the dugout.

### **BATTING**

1. The infield fly rule shall NOT be used. The ball remains alive with all runners in jeopardy of being put out.
2. A maximum of 6 runs may be scored in any one inning.
3. Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.
4. The "foul arc" 10' in front of home plate is considered foul territory.
5. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.
6. All players on the roster present must be in the batting order. No penalty shall be charged for a player leaving the line-up. A player may re-enter the batting order at a later point, by being placed in the original spot in the batting order. In the event a player arrives after the game has started, the batter shall be placed at the bottom of the order.

### **PITCHING**

1. Coaches will pitch to their own batters. A maximum of six pitches or three swinging strikes will be thrown to each batter. The pitching coach will pitch from 27' (both feet inside front circle) to 35' pitching rubber for the entire season.
2. A foul ball on the 6<sup>th</sup> pitch does not count as a pitch. No limit on fouled 6<sup>th</sup> pitches.
3. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players.
4. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
5. The player pitcher must take a position behind or beside the pitcher's rubber, but with at least one foot inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.

### **DEAD BALL**

1. Time shall be called when any defensive player has control of the ball inside the pitchers circle.  
Placement of base runners will be determined by the location of such runner when time is called (base behind or base ahead).
2. In the event that there is more than one runner on base, the leading runner will govern placement of all runners.
3. On an overthrown ball to first or third base that enters foul territory, the base runner(s) may advance one base at their own risk and then the play is dead.

### **Season Ending - Tie Breaker for Seeding of Teams:**

1. Win Loss Record
  2. Head To Head Competition
  3. Head to Head Competition against teams with winning records
  4. Coin Toss
- All other rules governed by ASA rulebook.

\*\* RAIN-OUTS- No decision will be made prior to two hours before the first games. Rain-out information will be posted at [www.crpa.net](http://www.crpa.net) or by calling 770-928-4449.

### **CYS FALL LEAGUE MODIFIED 8U PITCHING RULE-**

- A maximum of 6 pitches will be thrown to each batter. No strikes will be recorded. The pitching coach may pitch from any distance between the 10' foul arc and the 35' pitching rubber. If the batter has NOT put the ball into play after the 6<sup>th</sup> pitch not including "fouled off last pitches" that batter will be recorded as an out.