

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. Teams may borrow players from the league directly under them (referred to as the Farm System) in order to field a defensive team of 10 players. Approval must be granted in writing by CRPA staff and given to opposing coach and umpire prior to the game. A player being pulled up through the Farm System may only be borrowed once during the season. A borrowed player may play any position except (P)- Pitcher.
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. Regular season games may end in a tie.
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 1st or 3rd) prior to the release of the pitch by the coach pitcher.
5. Outfielders shall be in the outfield grass until the ball crosses the plate.
6. Only 2 defensive coaches will be allowed in the outfield (grass). Any other defensive coaches must remain in 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 the 35' pitching rubber for the entire season. 1st violation will be a warning from the plate umpire. Additional violations will result in a dead ball pitch and called a strike by the plate umpire.
2. A foul ball on 6th pitch does not count as a pitch. No limit on fouled 6th pitches.
3. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
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

2. 8 & UNDER COACH PITCH- Time shall be called by the umpire when any defensive player has control of the ball inside of the pitchers circle whether it is **intentionally** or **unintentionally**. *(EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must **call/signal time** for the umpire to declare a dead ball once the batter/ runner reaches 1st base. No runners may advance unless forced to do so by the batted ball.) Time shall also be called when any defensive player has control of the ball inside diamond area and/or in front of the lead runner and all runners have stopped. Placement of base runners will be determined by the location of such runner when time is called (base behind or base ahead).
3. In the event that there is more than one runner on base, the leading runner will govern placement of all runners.
4. On an overthrown ball (resulting from a batted ball) to first base or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely. *(RULING: A runner may be put out between bases. A runner cannot be put out while in sole contact with a base. If a runner occupies a base beyond the one the runner was entitled to, the runner will be returned to the correct base without liability to be put out.)

** RAIN-OUTS- In case of inclement weather, please call 770-928-4449 or visit www.crpa.net two hours prior to your game.