

2023 Circleville Youth Baseball League Rules U8/ Coach Pitch League

General: These are the regular season rules that have been agreed upon by the Circleville Youth Baseball League Board. Little League Rules will be in effect, except as noted by these local rules.

Age Guidelines: 7- & 8-year-olds, as determined by the age of the player on or before May 1 of this year. A 6-year-old may request to play in this league, but will require an evaluation by the board. Children under the age of 6 years old will not be permitted to play due to safety concerns.

Officials: The umpire is in charge of the game and will handle all appeals on the field. Only the head coach may address the umpire to resolve any questions. In the event the umpire cannot resolve a situation the Vice-President of Coach Pitch can be called upon to do so. **THE HEAD COACH IS RESPONSIBLE FOR THE CONDUCT OF HIS/HER PLAYERS, SPECTATORS, AND COACHES.** In the tradition of baseball, "chatter" is encouraged; however, negative chatter or team "chant songs" are not permitted.

UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED. The Umpire/Board Member may give a warning, but can, at any time, eject any coach, player, or spectator. Profanity is not tolerated and may result in immediate ejection from the park. **NO PARENT OR BOARD MEMBER IS ABOVE THE RULES. There is a zero tolerance for Profanity at the park.**

I. Start & End of the Game:

- a. Line up cards. Each coach shall prepare a team lineup card to include:
 - i. Batting line up. Members of the team that may be arriving late and may play
 - ii. Coaches names. (No more than 4 coaches may be used during games.)
- b. Pre-Game Warmups, line ups, line up cards and protocol:
 - i. 20 minutes prior to the start time: Visitor team warmups
 - ii. 10 minutes prior to the start time: Home team warmups
 - iii. Failure to finish a team warm up is not an excuse to delay the on-time start of the game.
 - iv. On-field pre-game warmups may be altered or disallowed due to games running behind schedule or weather.
 - v. Official time called by home team coach.
- c. If a team cannot field 7 players within 10 minutes after the scheduled start of the game, the Circleville Youth Board has determined this team shall forfeit the game.
- d. Games will be 6 innings. Ties to be resolved in extra innings. A game is official after 4 complete innings (3 ½ if home team in winning)
- e. Time limits on coach pitch games will be 1 hour and 30 minutes. Umpire is the official timekeeper.

II. Scorekeeping:

- a. The home team shall be responsible for keeping the official score book. First pitch time shall be noted as called by the head coach.
- b. Both teams are to confirm the score at the end of each half inning.
- c. The Head Coach of the Home Team will turn in line up cards with official score to the concession stand after the game.

III. Pitching:

- a. The coach/pitcher must have both feet in the pitcher's circle before delivering the pitch. All pitches must be made overhand.
- b. There will be no walks or hit batsman.
- c. If a ball is hit to an infielder, the coach/pitcher must kneel to avoid obstructing the field throw or View. If the ball is overthrown, the coach/pitcher should leave the field between home plate and first base and return after the end of the play. If the ball hits the coach/pitcher, it is a dead ball.
- d. If a ball is batted in front of the pitcher's circle, or along either baseline, the coach/pitcher should avoid the ball by kneeling. Do not try to run off the field - this only creates confusion with the fielders. If the ball is overthrown, the coach/pitcher should leave the field between home plate and first base and return after the end of the play.
- e. If a ball is hit to the outfield, the coach/pitcher should leave the field along the first base line and return after the end of the play.
- f. A coach/pitcher must not "bait a throw from the players while the play is still live. If this is determined by the opposing coach, runners will return to their original base and the batter will be out. If the coach/pitcher leave the field as directed above, this will not be an issue.
- g. If a batted ball hits a coach/pitcher, it is a dead ball.

- h. If a thrown ball hits a coach/pitcher it is a dead ball and players return to their bases.
- i. The coach/pitcher may not coach the base runners while in the field of play, however, may give instructions from **foul territory** to runners advancing from 3rd base to home.

IV. **Batting:**

- a. Each batter will receive up to 6 pitches. A foul ball on the 6" pitch will result in additional pitches being given until the batter misses or does not swing at the pitch.
- b. Mercy Run Rule: 15 run advantage after 4 complete innings or 10 run advantage after 5 complete innings.
- c. Teams will bat in a continuous batting order - all roster players will bat in order. A late arriving player will be added to the end of the batting order. A player who does not bat due to any reason other than injury or sickness will be forced to take an out.
- d. No Bunting.
- e. The inning ends in three outs, or when the team has scored 6 runs.
- f. If a head coach judges that the bat has been thrown, one warning will be given PER TEAM per game. Repeated offenses will result in an automatic out and all runners must return to their original base.
- g. Max bat size to be allowed is 2 5/8 inches. No **softball** bats are to be allowed.

V. **Fielding:**

- a. A maximum of 10 players are allowed on the field on defense. Only six players are allowed in the infield.
- b. The Circleville Youth Baseball Board has determined that a minimum defensive play for each player shall be 6 defensive outs per six inning game. If it is found that a team is not in compliance, the opposing coach **MUST** protest before the end of the game. If the team is found non-compliant, they will forfeit that game.
- c. COACHES/UMPIRES SHALL STOP PLAY WHEN THE LEAD RUNNER STOPS (HESITATES) FORWARD PROGRESS OR WHEN AN INFIELDER CALLS TIME OUT ONCE THE LEAD RUNNER HAS STOPPED FORWARD PROGRESS. "FORWARD PROGRESS AND GRANTING "TIME OUT" ARE THE COACHES/UMPIRES JUDGEMENT.
- d. In the event of injury, the coach/umpire immediately declares a dead ball; all runners receive the base to which they are headed.
- e. The Player/pitcher must have at least one foot in the pitching circle at the start of the pitch.
- f. The Player/pitcher must wear a heart guard.
- g. Defensive players must not position themselves in the base paths before or during the pitch. Opposing coaches should alert one another to monitor this problem.
- h. Defensive players must yield to base runners if no play is being made - in other words, do not stand on the base or in the base runner's path to run bases. Coaches/Umpires will monitor and alert one another to the problem.
- i. Each team shall assign a coach to ensure the catcher is ready at the end of the inning with mask/helmet and glove and be ready to take the field. If there are 2 outs and the catcher is on base, you should use the last player that made an out as a pinch runner, in order to get the catcher ready.
- j. Regardless the number of fielders you have you still must use a catcher.
- k. You cannot bring outfielders in to play infield. No more than 6 infielders can be used. Infielders cannot not shift; they must play in normal positions.
- l. The infield fly rule is NOT in effect.

VI. **Running:**

- a. Runners are not allowed to lead off or steal bases. Leaving a base before the ball crosses the plate will result in a team warning. The 2nd offense will be an OUT. A runner can only advance on a play beginning with a batted ball.
- b. No appeals for runners missing a base or failing to tag up on a fly ball. If seen by the coach/umpire, the runner will be called out after the play has completed.
- c. To encourage our fielder to make plays; there is a limit of advancing one base, on an overthrow. An overthrow is defined as a ball that is not caught by the intended fielder. Runners advance at their own risk and can be put out. Out of bounds is one base.
- d. **Slide or Avoid Rule:** On any play on a runner at 2nd, 3', or home, for the purpose of avoiding collisions, **the runner must slide or otherwise avoid contact with the defensive player.** Any collisions will result in the runner being called out and the ball will be dead.
- e. If there are 2 outs and the catcher is on base, you should use the last player that made an out as a pinch runner, in order to get the catcher ready.
- f. In the event of an injury, the ball is dead, the runners receive the base to which they are headed.

- VI. **Substitutions:**
 - a. Coaches shall notify the coach/umpire of:
 - i. Arrival of late players who will be entered into the lineup (end of lineup only).
 - ii. Any injured or sick player that is being removed from the lineup.

- VIII. **Home Team:**
 - a. The schedule will determine home team and the home team shall occupy the 3" base dugout.

- IX. **Uniforms:**
 - a. Complete uniforms must be worn, as supplied by Circleville Youth Baseball and designated by the head coach. Hats must be worn facing forward; shirts must be tucked in. No modifications of uniforms are allowed - example: cutting off sleeves, adding names, etc.
 - b. Head coaches will wear Circleville Youth Baseball League Shirts.

- X. **Dug-Outs:**
 - a. Each team is responsible for cleaning out their dug-out following the end of their game.

- XI. **Tournament Play:**
 - a. All Regular Season game rules will apply to tournament play.