

## **OXFORD PARK COMMISSION YOUTH SPORTS PROGRAM 7&8 YR. COACH PITCH LEAGUE RULES**

The following rules will apply in addition to the Dizzy Dean Baseball National Bylaws.

### **General Rules**

1. Each game consists of 5 innings or 1 hour. Any inning started before the time limit will be played to completion of that inning. A game will be considered complete if called due to weather conditions after 3 innings or 2 ½ innings if the home team is ahead.
2. All teams must be ready to play fifteen minutes prior to scheduled game time. There will be no alterations of the game schedule without prior approval of the Athletic Manager.
3. No team is allowed to take batting practice on the playing field prior to the game.
4. Should the game be tied at the end of 5 innings of play or at the end of the time limit a tie will be declared.
5. Only the Oxford Park Commission Staff is allowed to cancel scheduled games other than rainouts. Two day notice is required.

### **Teams**

1. All players must be in full baseball uniform (Cap, numbered shirt, pants, and socks).
2. No spectator shall be allowed on the playing field during the playing of the game.
3. Only officially registered players of the team and coaches will be allowed in the dugout during games.
4. A complete lineup of players (who are present at the time of start of game) with numbers will be turned in to the scorekeeper prior to game time.

### **Equipment**

1. RIF (Level 5) Safety Balls will be provided by OPC.
2. **All bats must be labeled with the 1.15 BPF rating.**
3. Equipment will be checked out through the OPC.  
All equipment will be returned to the OPC, at the conclusion of the season, as it was checked out.
4. All batters and runners must wear batting helmets. Any batter who bats without headgear is out after the first pitch. Any batter running who deliberately removes the headgear, in the umpire's judgment is out.
5. Equipment must be kept in the dugout when not in use.

## **Offense –**

1. Extended batting order will be in use – All players will be listed in the lineup.
2. An offensive batter will receive five (5) pitches before being declared out. He/she may be called out on three (3) swinging strikes. If the fifth (5<sup>th</sup>) pitch is fouled he/she may continue to bat. If the fifth (5<sup>th</sup>) pitch is fouled and caught it is an out. A batter is allowed another pitch after a foul ball regardless of the number of pitches thrown. No walks will be allowed.
  - a. If the 5<sup>th</sup> pitch is taken, the batter shall return to the dugout with no out being recorded.
3. Only seven runs may be scored in any half inning. Seven runs is the maximum, no matter what the outcome of the last batter. This includes the last inning. A half inning is three outs or seven runs, whichever comes first.
4. No player may sling a bat, helmet or glove. A player who slings a bat will be given a warning on the first offense. On the second offense and each succeeding offense, the batter is ruled out, but the play of the ball is continued.
5. Each player must bat in turn, even though they may not be playing defense. Late players will be added to the end of the roster. If a player bats out of order the following rules apply:
  - a. If the improper batter is discovered while still batting, the correct batter will be allowed to bat with the count remaining the same from the improper batter.
  - b. If the improper batter reaches base before discovered, the batter is out and the runners will return to their original positions prior to the ball being hit.
  - c. If the improper batter is not discovered until after reaching base and after the first pitch has been thrown to the next batter, the play stands.
6. No bunting is allowed. There will be a 20-foot chalked arc from the 1<sup>st</sup> base line to the 3<sup>rd</sup> base line in front of home plate. The ball must be on or past this line to be fair. If not, it is ruled a foul ball.
7. No leading off or stealing is allowed. A player must stay on the base until the ball is hit. When a player leaves too early or misses a base while running, he/she will be immediately called out upon touching the next base, ONLY if the umpire witnesses the offense.
8. Sliding is encouraged, but head first sliding is prohibited.
9. Helmets are required at all times while batting or base running. Coaches are responsible to make sure all helmets fit well. If this means changing helmets with another base runner, no time out will be charged toward the one time out per inning limit.
10. Balls that move beyond the field tarp or bounce on top of the tarps, will be ruled a dead ball and the runner will be awarded 1 extra base.

## **Pitching**

1. Coaches will pitch to their own team.
2. The coach may pitch anywhere from the front of the 20-foot foul arc to the pitching rubber that is at 40 feet. Failure to do so will result in the defensive team getting the choice of the play or a rebat.
3. The coach must pitch overhand.

4. Any number of coaches may pitch during a game, but no more than two per inning.
5. A batted ball that touches the coach shall be ruled dead immediately. The pitch will not count against the maximum number of pitches to the batter. Any deliberate attempt by a coach to touch a ball, except in self-defense, will cause the batter to be out and all base runners to return to their previous base.
6. As soon as the ball is hit, the coach who is pitching will leave the field of play, attempt to retrieve the last batter's bat and go to the closest on-deck circle in front of the dugouts. The offensive coach that does not attempt to leave the field or interferes with defensive players will cause the batter to be out. No runners may advance.
7. The coach pitcher should only coach the batter until he reaches 1<sup>st</sup> base.

### **Defense**

1. Each team plays with 10 defensive players at a time. Only 6 players may play in the infield with the remaining players in the outfield and at least 20 feet behind the baseline. All infielders must play behind the halfway line on the first and third base lines.
2. The pitcher must remain in the pitcher's circle with both feet until the ball is hit. The pitcher may not play closer to the batter than the closest point of the circle to the plate. The pitcher may not play another defensive position other than pitcher.
3. Outs are registered as in regular baseball rules. The infield fly rule is not in effect.
4. **7 year old only** - The catcher will stand against the backstop when the ball is pitched. Catchers must wear a helmet with facemask.

To stop play, the defending team must have the ball in their possession within the baseline and not attempting a play on the base runner. **At the Umpires discretion** - All runners must stop at the base they last touched, while runners past the halfway mark may advance if the next base is unoccupied. Runners caught between two occupied bases are out.

On an overthrow to First Base the batter may advance only 1 base. If the ball remains in the field of play, other base runners may advance as far as possible.

5. **8 year old only** - The catcher will play behind the batter. Catchers are encouraged to play in the traditional crouch position no more than 4 feet behind the batter's box. Catchers must wear all of the protective gear provided.

To stop play, the defending team must have the ball in their possession within the infield grass and not attempting a play on the base runner. **At the Umpires discretion** - All runners must stop at the base they last touched, while runners past the halfway mark may advance if the next base is unoccupied. Runners caught between two occupied bases are out.

On an overthrow to First Base the batter may advance only 1 base. If the ball remains in the field of play, other base runners may advance as far as possible

6. Coaches will not be allowed to call time. **The umpire will determine when time is to be called and move runners back and forth appropriately.**
7. The umpire may call time out if the ball hurts a fielder. If so, the runners will be allowed to advance one base. This rule is for the safety of each player.

### **Coaches**

1. Base coaches will occupy a position at 1<sup>st</sup> and 3<sup>rd</sup> bases while their team is batting.

2. The defensive team can position one coach in the outfield for league play only. However that coach must remain behind the furthest defensive player.
3. Any coach who physically assists a player while the ball is in play will cause the player to be out.
4. At the end of the game, each coach is to sign the official scorebook.

**THE UMPIRE WILL BE RESPONSIBLE FOR THE OFFICIAL GAME TIME.**

**ALL DECISIONS MADE BY THE UMPIRE ARE FINAL.**

**\*\*\*OPC will make every attempt to provide score keepers for games. In the event of their absence, a parent from the home team should sit in and keep the book.\*\*\***

**Keep up with field closures on questionable days through the OPC's Social Media on Twitter, Instagram or Facebook.**

To cancel a practice, check availability or questions in general contact the Athletics Manager by any of the means below:

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