

DJBSA 8U BRONCO BASH COACHES PITCH RULES

1. A player must not turn nine (9) years of age before April 30 of the current year.
2. Bases are to be sixty (60) feet.
3. Coach Pitch will be from 35ft. All pitches must be overhand. Batter receives 6 pitches, 3 constituting an out. If batter foul tips the 6th pitch batter will receive a pitch until he/she puts the ball in play, foul tips, or swings misses the ball. If a batted ball strikes the coach pitching the ball is dead and the pitch will not count. The coach must make an attempt to move out of the way, one warning will be issued, an out will be issued after.
4. A complete game is six (6) innings and all innings will be limited to 6 runs with the exception of the 6th inning (only the 6th inning) Run rule is therefore 7 runs after 4 innings or 13 runs after 3 innings. No inning shall start after 90 minutes.
5. A half (1/2) of an inning will consist of three outs or six runs.
6. The pitcher's helper must begin play even with or behind the pitching rubber, and with at least one foot in the circle around the pitcher's mound.
7. A starting team shall consist of ten (10) players, (four (4) outfielders). The minimum is seven (7) players, less than seven (7) is a forfeit. Outfielders must be positioned in the grass until contact with the ball.
8. Catchers must wear full protective gear.
9. A courtesy runner may be used for the catcher when there are two (2) outs. The courtesy runner will be the player that made the last out. No courtesy runner will be used in the last inning or any extra innings.
10. All players on the roster which are present for the game shall be placed in the batting order, therefore creating free defensive substitution between innings. Should a player miss his turn at bat due to illness, he may return in his spot in the batting order without taking an out. If a player arrives late, he will be placed at the bottom of the batting order.
11. A player being played on while advancing to a base, other than first should attempt to slide. If a runner advances to a base without sliding with the intent of knocking the ball loose by colliding with the fielder, the runner shall be called out and may be ejected from the game. A runner attempting to advance to any base, other than first, without sliding should avoid contact. (A runner may not leap over the top of a defensive player.)
12. A batter or runner shall be called out for knocking off or removing their helmet intentionally.
13. Coaches may not touch runners while the ball is alive. If this occurs, the runner shall be called out.
14. No bunting, stealing, walks, or leading off allowed.
15. No infield fly rule.
16. Player throwing the bat: one (1) warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if ball is hit in fair territory.
17. Dead ball: Advancing of the lead runner must be stopped before dead ball time will be given.
18. **Little League Regulations shall apply to all situations not covered above.**