

SFBSA COACH PITCH BASEBALL RULES (Ages 7 & 8)



1. The Playing Field:

1.01: The home team will prepare the field: lime the baselines, 3/4 way lines, home plate semi-circle, batter's box and the pitching circle. The home team will also supply game balls.

1.02: The infield should be a 60 ft. square (i.e. bases are placed 60 ft. from each other).

1.03: A 15 ft. circle should be placed around the pitching area 38 ft. from the back tip of home plate to the center of the circle. A player playing the pitcher position must keep one foot in the circle until the ball is hit.

1.04: A 5 ft. semi-circle should be drawn in front of home plate. If a player hits a ball and it does not leave this semi-circle, then it will be considered a foul ball.

1.05: A vertical line, approximately 5-6 feet long, shall be drawn 3/4 (45 feet) between the first & second base, second & third base, and third base & home plate.

1.06: The home team is responsible for field clean-up after the game. This consists of returning equipment to the field box and picking up any trash around the field. Both teams are responsible for clean-up around their bench area. Both teams should make a collaborative effort to clean and drag field regardless of who is the home team and make sure shed is locked and lights are turned off.

2. The Game:

2.01: The game consists of 6 innings or 2 hours unless extended by a tie score or shortened due to rain, darkness, mercy rule or time limit.

2.02: No inning may be started (i.e. visiting team batting) after 1 hour and 45 minutes, unless there is no game scheduled afterward.

2.03: If the game is tied after 6 innings, then 1 extra inning may be played if time permits (see rule 2.02). If the game is tied after 7 innings, then the game will be recorded as a TIE.

**NOTE: the run limit in an extra inning is 6 runs.*

2.04: Games that are shortened will be considered a regulation game if:

2.04A: Four or more innings have been completed and a new inning has not started.

2.04B: The visiting team has batted at least four complete innings and is losing the game.

2.04C: After four innings a game is called during an incomplete inning. In this case, the score of the game will revert back to the score of the last complete inning UNLESS the home team is currently leading, or the score is tied (in this case the current score is used).

2.05: If the score is TIED in a shortened regulation game (see rule 2.04) then the game is recorded as a tie.

2.06: Shortened games that are not considered regulation (see rule 2.04) will be replayed in their entirety.

2.07: A half-inning shall consist of three outs or when a team scores 5 runs in innings 1 through 5, whichever comes first. The run limit in the 6th inning shall be 10 runs. Any runs scored beyond the maximum shall be ignored (EXAMPLE: 4 runs have already scored, and a batter hits a 2-run homerun – only 5 runs will be recorded).

2.08: A game will end due to MERCY RULE if either team is behind by 13 or more runs after completing their turn at bat in the 5th inning.

2.09: All playoff games will be played entirely; they will only be shortened due to the MERCY RULE.

3. The Defense:

3.01: Each team fields a maximum of 10 players ONLY. If you do not have 10 players, then you may call-over players from other Coach Pitch teams. If you cannot field at least 8 players total, then the game should be re-scheduled. If you do not re-schedule the game, then it is considered a forfeit.

3.02: The defense should consist of six (6) infielders (catcher, pitcher, 1B, 2B, 3B, and SS), and ONLY four (4) outfielders (LF, LC, RC, and RF). No rovers are allowed.

3.03: Outfielders must play a minimum of 20 feet behind the infielders. Up to 3 parents/coaches are permitted in the outfield and are not permitted to touch the ball in any way.

3.04: Outfielders may not enter the infield to tag a runner or tag a base to record an "OUT".

3.05: Infielders may go to the outfield to receive cut-off throws but should not run-down outfielders in an effort to get the ball.

3.06: Infielders must not obstruct the runner's path to a base unless they have the ball. OBSTRUCTION is awarded one (1) base.

3.07: Defensive players should be rotated so every player has the opportunity to play at least 2 innings in an infield position (Catcher is considered an infield position). Every player has to play the outfield at least two (2) innings prior to the 6th inning of any game. No player may play the same position more

than 2 innings in a regulation, 6 inning game. If a player catches for two innings, he/she must play at another infield position during that game.

3.07A: No player shall sit twice before all players sit at least once. The bench cannot substitute for any other position.

3.08: There is NO infield fly rule.

3.09: The pitcher is required to wear a heart guard and a helmet with a facemask or a fielder's mask.

4. The Batter:

4.01: Each team bats the bench (i.e. all players appear in the batting order). Once the batting order is set it may not be altered unless a player arrives late or leaves the game early. If a player arrives late then the player will be placed at the end of the batting order. If a player leaves the game early, then all subsequent batters will move up 1 position in the batting order.

4.02: Each team will select a coach to pitch to their team. The coach must pitch from the pitcher's circle with at least one foot in the circle when the pitch is thrown, and deliver the pitch in an OVERHAND delivery

4.03: After delivering the pitch, the coach pitcher should try their best to avoid contact with a hit ball. Balls that are touched by a coach are considered dead and the pitch will not count.

4.04: Each batter will receive a maximum of 8 pitches or 4 strikes, whichever comes first. Foul balls are considered strikes but cannot count as the final strike or pitch (i.e. batter may foul off an unlimited amount of pitches after the eighth pitch).

**Rule exception during regular season games only: Players with the approval of both managers prior to or during the game can receive additional strikes and/or pitches (i.e. children that need additional assistance).*

4.05: A ball that is not hit past the 5 ft. semi-circle in front of home plate is considered a foul ball.

4.06: Bunting IS NOT permitted.

4.07: There are no walks and players are not awarded first base if hit by a pitch.

4.08: Once the batter hits the ball, they should run to first base. If the ball makes it to the outfield the batter and base runners may continue to run the bases (SEE RULE 5.03). If the ball stays in the infield then the batter and base runners may not advance beyond ONE base.

**THE BATTER AND BASE RUNNERS MAY NEVER ADVANCE ON AN OVERTHROW FROM ANY INFIELD POSITION TO ANOTHER INFIELD POSITION.*

4.09: Batters that throw the bat will receive one warning. If the batter throws the bat again in the same game, he will be called "OUT".

5. The Runner:

5.01: There is not stealing or leading off the bases. Runners may not leave the base until the ball crosses the plate. Runners that leave the base early will be given one warning per game. After the warning, if a runner leaves the base early, they will be considered "OUT".

5.02: On balls hit in the infield, runners may only advance one base.

5.03: On balls hit to the outfield, base runners that do not cross the "3/4" baseline before the ball is in the possession of an infielder in the field of play, must return to the previous base once the play is over. However, all runners are running at their own risk and may be thrown "OUT" at any time.

5.04: It is possible that an advancing runner may be beyond the 3/4 line, but the leading runner is not beyond the 3/4 line. Rule 5.03 would cause them to occupy the same base. In this case, both runners should be returned to their previous base.

5.05: A runner is "OUT" if he is off the base and hit by a batted ball before a fielder has touched the ball.

5.06: A runner must make every attempt to avoid a fielder who is attempting to field a batted or thrown ball. A runner will be declared "OUT" if he intentionally runs into a fielder or tries to interfere with a fielder.

6. Miscellaneous:

6.01: Parents/Coaches will be utilized to umpire coach pitch league games.

6.02: Judgment calls made by selected umpires are final. If an umpire decision is in conflict with these rules, then the managers must consult and agree to decision based on rules of the division.

6.03: Coaches, players, and parents are expected to follow the Code of Conduct as completed during registration prior to the season. Violation of this agreement will be subject to disciplinary action by the SFBSA

6.04: Any player that is bleeding must be removed from the field and may not return until the wound has stopped bleeding and has been bandaged. Any parts of the uniform with blood must be removed.

6.05: The maximum number of adults permitted to be in the dugout and/or dugout area during a game is four. This will consist of one manager, two base coaches, and one scorekeeper.

6.06: Games canceled at Morgan Park: Home team manager must contact Concessions Manager with field, time, and division of game canceled.

General Information:

- In-house instructional league
- 6-year-old boys and girls (will turn 7 after 8/31 of that year) who request to play up at this level instead of T-ball may play only if evaluated and approved through means set forth by the SFBSA.

Approved bats:

USA stamped baseball bats only.

General Practice & Game Objectives:**Defense:**

- The proper way to field ground and fly balls
- The proper way to catch a thrown ball and a line drive
- The proper way to hold and throw a baseball
- Basic understanding of game objectives (i.e. tagging the base vs. tagging the runner) • How to properly play infield and outfield positions
- When to get the lead runner out or just make an out
- Cut-off throws (body position)

Offense:

- The proper way to hold and swing a baseball bat
- The proper way to run through the 1st base
- The proper way to round all the bases (including 1st base)
- Understanding how to run the bases (ground balls, fly balls, line drives, tagging, drawing a throw, returning to the previous base on a hit fly ball, etc.)
- Generally how to advance on the bases

Revisions:

REVISED June 18, 2020: ADDED: 2.09 – Playoff games

REVISED April 14, 2019: REVISED: 1.03, 2.07, 3.01, 3.07, 3.09, 4.02, and General Information

REVISED March 6, 2018: ADDED: 3.07A & 5.03 – Approved bats

REVISED January 24, 2017: ADDED: Bat restrictions

REVISED April 27, 2016: ADDED: 6.06 – General modifications

REVISED March 13, 2013: ADDED: 5.03 – Infield Possession

REVISED March 4, 2010: ADDED: 6.07