



Baden Youth Association

8U Coach Pitch Rules & Regulations

Conduct & Safety

1. All players are expected to be in complete uniform. Shirts must be tucked in. Hats must be worn. All batters and base runners must wear helmets. All catchers must wear proper protective gear. Metal baseball spikes are not permitted.
2. No jewelry (watches, rings, necklaces, earrings, etc.) is permitted on any player.
3. Any player who shows unsportsmanlike conduct or throws equipment in anger will be given one warning. Second offense will result in a 1 inning suspension. Third offense will result in an automatic ejection. Coaches have the discretion to enforce a higher penalty should the initial offense be deemed severe in nature and more than a warning deemed necessary as a corrective action.
4. Maximum number of adults in the dugout is three (3) – consisting of head coach, assistant coach, dugout helper.
5. The main gate to the field is to remain closed at all times during the game. Parents are not permitted in the dugouts or on the playing field during games.
6. Only one player at a time is allowed in the on-deck area.
7. Players are not allowed to leave the playing field without an adult present.

Lineup

1. The home dugout is on the first base line.
2. Both teams will keep an official book. Coaches will verify score after each inning.
3. A team will field 8-9 players with up to four outfielders. Outfielders must play as pure outfielders (both feet on the grass); no rovers are permitted. Playing with less than nine players may alter the number of outfielders.
4. If a team cannot field eight players within fifteen minutes past the scheduled start time of a game, the game becomes a forfeit by that team. If a team plays with eight players the ninth position in the batting order is an out. Teams with seven players should still play at least a portion of a regulation game to aid in developing players.
5. Maximum of two consecutive innings at the same position in field per player. Free substitution is permitted. Scorebooks and lineup cards presented to opposing team must have last name and uniform number.
6. Continuous batting order will be used. All players attending must bat, except for injured or ill players. These players may be allowed to miss a turn without consequence, and then be returned to their same position in the batting order. Any player currently serving a suspension for unsportsmanlike behavior will be count as an out should their spot in the batting order come up.
7. No player shall sit out for more than one consecutive inning on defense.

Batting

1. No “big barrel” bats are permitted. Bats must be no more than 2 5/8” in diameter.
2. An inning will last until three outs have been recorded, six runs have been scored, or the team has completed one cycle of their batting order, whichever comes first.
3. Six pitches per batter or three strikes. If after six pitches, the batter does not put the ball in play the batter will be called out.
4. A foul ball on the eighth pitch will not count as last pitch.
5. No bunting. No walks. A batter is not awarded first base if hit by a pitch. Any batted ball deemed to be a bunt will also be deemed foul and a strike will be called.

Baserunning

1. Base paths will measure 60 feet. A chalk line must be placed 10 feet prior to 2nd base, 3rd base and home plate.
2. An "interference line" will be used on the first base line. If on a tag play the base runner runs beyond this line, the runner will be called out.
3. A batted ball hit directly to the pitcher and fielded cleanly within the circle, must be followed by the pitcher attempting to make a play. The pitcher holding the ball and running toward a runner on base in an effort to hold or return that runner to the base shall be considered making a play. First failure will result in a team warning. Subsequent offenses will result in runners being awarded one base beyond the base they had already earned. Making a play is defined as the ball or fielder moving towards the runner. If the ball is thrown or the player with the ball is running towards the base runner, both of these justify making a play. A player acting like he is going to throw is not making a play.
4. Once the ball is fielded by an infielder (batted ball or relay), runner(s) may advance to the base he/she is going to. Play stops when the ball is in control by a player in the infield. A cutoff player must return to the infield from the outfield for the ball to be considered "in control" in the infield if he chooses not to throw to a base. Play will stop as stated, unless the said infielder continues play by making a play on any of the advancing runners. Any base runners in motion shall be sent back to the previous base if they do not have 1 foot over the line in front of the base they are trying to attain when the ball has been controlled or an overthrow has been made. An overthrow from the outfield to a base or a cut off is a live ball. The play is not dead until there is infield control regardless of the player's position. For example, an outfielder backing up a throw and standing in the infield is considered infield control. It does not have to be an actual infielder.
5. Once the ball is considered dead as defined above, runners who have not reached the designated line 10ft. prior to the next base, will be forced to return to the last base reached. Force plays will not be affected by this rule.
6. If a base runner is off the bag and in fair play and a batted ball (not a thrown or misplayed ball) strikes them, the runner will be ruled out.
7. An overthrow from the outfield to any base or a cut off is a live ball. The play is not dead until there is infield control regardless of the player's position.
8. Overthrows to any base when attempting a rundown or double play off of a caught fly ball will result in a dead ball and the runner must return to the previous base if he has not attained the line as defined as above. If a rundown is in process no other runners may advance during the rundown.
9. If a ball is thrown out of play, players will advance one base.
10. Managers must teach and instruct all players to slide when the possibility of a close play may occur. No headfirst slides. Runner will be called out if they headfirst slide into any base they are attempting to reach AT ANY TIME.
11. Defensive players MUST be in possession of the ball in order to block a base. If the defensive player is in possession of the ball, the runner MUST slide, no exceptions. If the runner does not slide, he will be called out. In situations when the runner doesn't slide and causes a "collision" with the defensive player, that runner will be called out. If it is deemed flagrant in nature, that player will be immediately ejected.
12. If the defensive player is "attempting" to gain possession of the ball, the runner does not need to slide; however, the runner also must avoid making contact with the defensive player. If there is contact and it "interferes" with the defense, that runner will be called out. Again, if flagrant, the runner will be ejected.
13. A runner who safely reaches first base and overruns the base, must make the turn towards foul territory. If the runner turns towards second, in an attempt to advance to second, and is then tagged prior to returning to first base, runner will be called out.
14. The infield fly rule will not apply.
15. No leading off, no stealing bases.

Fielding

1. If the coach pitcher makes a play, or is hit by a batted ball the ball is dead and a re-pitch will occur. Coach pitcher needs to make an attempt to get off the playing field after a batted ball as to not interfere with the play.
2. The player at the pitcher position is responsible for retrieving the ball at the end of a play and handing the ball to the coach pitcher. The coach pitcher should not attempt to retrieve any balls that are thrown toward the pitcher's mound area.
3. A pitching line will be placed 38' from the back of home plate. The coach pitcher must have one foot behind this line when throwing a pitch. The player at the pitcher position must be between the pitcher's rubber and the coach pitcher when the pitch is delivered. The pitcher position may not play directly behind the adult pitcher.
4. A semi-circle will be placed 5ft in front of home plate. If the ball lands within the semi-circle, dead ball/re-do pitch.

Length of Game/Scheduling

1. Games shall not exceed 6 innings. No new inning will begin after 75 minutes of play.
2. Games will start at 6:00PM. A 15-minute grace period is allowed before a game is considered a forfeit. Players should plan to arrive at least 15 minutes prior to game start time.
3. The mercy rule will take effect when the losing team cannot mathematically tie or go ahead based on the six run maximum runs per inning rule.
4. A game is considered official if at least 4 full innings have been played with the home team trailing, or 3/12 innings with the home team winning. If a game in progress is called due to inclement weather or darkness and is not an official game as described above, the game must be rescheduled and played from the beginning.
5. Games that are cancelled due to weather should be made up within 7 days of cancellation. Coaches will have 2 days after a cancelled game to come up with a mutually agreed-upon date to play the rescheduled game. If coaches can't agree on a date, the BYA Board will determine the date for the game. No exceptions!
6. All scheduled games must be played. The schedule as created by the BYA shall only be changed due to weather.
7. In the event of lightning, a game cannot resume until 30 minutes after the last lightning flash.
8. As a courtesy, the home team should make field available for pregame infield practice to the visiting team for an equal amount of time. However, games MUST start on time.

Tie-Breaker Rule

To start the tie-breaker round, the visiting team will send its next 3 batters (in order from the previous inning) up to bat. Any of these 3 batters reaching first base will count as a run. If a batter reaches first base, a run is added to the score, the batter is removed from the base and the next batter will take his/her turn. Only three batters per team, per round. After three batters from the visiting team have had their turn at the top of the round, the home team sends their next three batters in order up to bat to try to reach first base for the bottom of the round. Any runs scored during the tie-breaker round are added to the actual score and the winning team will be declared. As many tie-breaker rounds as necessary will be used to break a tie.

For example, after six innings of play a game is tied 3-3. The visiting team has batters 7, 8, 9 due up to bat at the top of the tie-breaker round. Batter 7 gets a hit and reaches first base, this counts as a run (remove batter from base). Batter 8 strikes out. Batter 9 gets a hit and reaches first base, this counts as a run. The visiting team now leads 5-3. Switch sides and home team takes their turn at the bottom of the round. The home team has batters 3, 4, 5 due up to bat at the bottom of the tie-breaker round. Batter 3 strikes out. Batter 4 gets a hit and reaches first base, this counts as a run. Batter 5 strikes out. The home team scores only one run during the tie breaker round, resulting in a final score of 5-4 and a visiting team win.