

Circleville Youth BASEBALL

8U / COACH PITCH RULES

Age Guidelines: 6,7,8 years olds, as determined by the age of the player on or before May 1st of this year. Children under the age of 6 are not permitted to play.

Officials: The umpire is in charge of the game, and will handle all appeals on the field. Only the head coach may address the umpires in discussion. There will be No Protests in CYB. The Head Coach is responsible for the conduct of his/her players, spectators, and coaches. In tradition of baseball, "chatter" is encouraged: however, negative chatter or taunting are not permitted. UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED. The Umpire may give a warning, but can, at any time, restrict coaches to bench, eject any coach, player or spectator. Profanity is not tolerated and may result in immediate ejection from the park.

Dimensions: 60 ft bases 35ft rubber (circle)

Equipment: Baseballs: 9in 5oz (4.5oz permitted)

Bats: 2 1/4 metal and wood (no big barrels)

Shoes: no metal spikes

- I. Start and End of Game:
 - a. Line up cards. Each coach shall prepare a team line lineup card to include:
 - i. Batting line up of 12. Members of team. Coaches Name
 - b. Pre- Game Warm Ups and Meeting Protocol
 - i. 20 minutes prior to start. Visitors warm up
 - ii. 10 minutes prior to start. Home team warms up
 - iii. On-field pre-game warm ups may be altered or disallowed due to games running behind schedule or weather
 - iv. Coaches & Umpires Mtg. Play Ball
 - c. Team is unable to field 7 players within 10 mins after start of game, this team shall be forced to forfeit (but you may still play the game)
 - d. Games are 6 innings. Game is official after 4 complete innings (3 1/2 if home team is winning)
 - e. courtesy runner for catcher ok anytime (mandatory with 2 outs)
- II. Scorekeeping:
 - a. Home team determined by schedule
 - b. Home team keeps official book
 - c. Both teams are to confirm the score during innings (least verbally)
 - d. Head coach responsible for turning in confirmed scorecard to concession after game
 - e. Mercy Rule: 10 run rule after 5 innings, 15 after 4 innings
 - f. arrival of late players must be added to end of the line up
- III. Pitching:
 - a. The coach/pitcher must deliver the ball with both feet in pitchers circle. The pitch must be overhanded
 - b. There are no walks or hits batsman
 - c. coach/pitcher is disallowed to verbally instruct batter during time of pitch
 - d. coach/pitcher must not "bait" a throw from a player during a live ball situation
 - e. For all Live batted balls, coach pitcher should avoid the play and leave the field along the first and third base line and return only after the play is dead.
 - f. If a batted ball hits a coach/pitcher, it is dead. Runners return to base and the pitch counts
 - g. If a thrown ball hits a coach/pitcher it is dead. Runners return to base and the pitch counts
 - h. On both situations (f. & g.) if batted ball is the 6th pitch it will be treated as a foul ball
 - i. coach/pitchers can switch at any time

- IV. Batting:
- a. Each batter will receive up to 6 pitches. Foul balls on the 6th pitch will result in additional pitches being given until the batter misses or does not swing at the pitch.
 - b. Teams will bat in continuous batting order - 12 roster players will bat in order. Due to illness or injury only may another rostered player fill his spot. Failure to do so will result in a out in that spot in the line-up when it comes up.
 - c. No Bunting (or balls hit deemed so by Umpire) pitch is counted as a strike. 6th pitch = out
 - d. Only 10 batters per inning. The batting team must announce the 10th batter. In the 6th inning there is no limit of batters, 3 outs must be made to end 6th inning.
 - e. Innings end in three outs, or when defensive player, in clean possession of the ball, touches a base ahead of the 10th Batter. Runners that cross home plate before the force out of the 10th batter is applied are credited as scoring runs.
 - f. Thrown Bats as deemed by umpire, will receive one warning per team per game. Repeated offenses will result in an automatic out and all runners must return to their original base.
- V. Fielding:
- a. maximum of 10 players allowed on the field on defense. Only six players allowed in the infield.
 - b. Minimum defensive play for the 12 man line-up is 6 defensive outs per six inning game.
 - c. Umpire SHALL STOP PLAY ONLY AFTER THE LEAD RUNNERS FORWARD PROGRESS IS COMPLETELY STOPPED or DEFENSIVE PLAYER REQUESTS TIME AND IT IS GRANTED BY ACTING UMPIRE. IT IS THE UMPIRES JUDGEMENT ONLY WHEN TO GRANT TIME.
 - d. In the event of an injury, umpire immediately declares a dead ball; all runners receive the base to which they are headed
 - e. Teams are not permitted to have a defensive coach on the field during his/her teams defensive half inning.
- VI. Running
- a. Runners are not allowed to lead off or steal bases. can only advance on batted ball. 1st offense warning, 2nd offense is an Out.
 - b. In event of an injury, the ball is dead, the runners receive the base to which they are headed
 - c. 2 outs and the catcher is on base, courtesy runner mandatory by last player to make an out.
 - d. SLIDE or AVOID RULE: On any play on a runner at 2nd, 3rd, 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
- VII. Safety Measures:
- a. any player whose bleeding is to be removed until it is stopped. he can return with no penalty
 - b. any player exhibiting concussion like symptoms is to be removed IMMEDIATELY
 - c. Head first slides are illegal resulting in play being dead and player being ruled out and runners returning to previous base.
 - d. Double Flap Helmets required at all times on field of play (leave on until the dugout)
 - e. On Deck batter is allowed to switch to opposite On Deck Circle for safety.
- VII. Uniforms:
- a. Complete uniforms must be worn. Hats facing forward, shirts tucked in. No modifications of uniforms are allowed - example; cutting off sleeves, adding names etc.
 - b. Head coaches will wear CYB League Shirts
- IX. Tournament Play:
- a. All regular season rules will apply to tournament play