

# 2019 LINGLESTOWN 7 / 8 COACH PITCH FALL BASEBALL RULES & GUIDELINES

## Games:

- Games are a maximum of 6 innings, or 2 hours long. Games may end in a tie, there are no extra innings.
- There will be a 2 hour time limit for each game. If an inning is started before the time limit expires, both teams will get their turn at bat.
- The catcher will be replaced as a runner with 2 outs.
- No player should set more than 1 consecutive inning.
- Umpire(s) are supplied by the home team.
- Each team will provide 1 new ball for each game. Please return the ball at the end of the game to the coaches.
- The visiting team coach must call the home team coach by Wednesday or Thursday before the game to make sure everything is still lined up for Saturday. Consider the weather forecast, and have contingency plans. Use cell phone numbers on Saturday mornings for last-minute communication.
- Directions to fields can be obtained from the home coach.

## Pitching:

- The pitcher will either allow the batter to reach base by base hit / error, strike the batter out, or, after throwing the batter 4 balls, will be replaced by a coach or pitching machine. If at this point the batter has 0 strikes, they will keep 0 strikes. If the batter has 1 or 2 strikes, they will revert back to 1 strike and continue play from there.
- A batter hit by a pitched ball will constitute ball 4 at which time the coach or machine will be used to pitch. If a pitcher hits 2 batters in a given inning, he must be replaced.
- If a pitcher walks 4 batters in an inning, they will be replaced and the inning will be finished with a coach or machine. A new pitcher must start the next inning if the walk limit was reached in the previous inning.
- The pitchers mound / rubber will be placed at 40 ft. A pitching rubber is readily available and easy to install. The goal is to set the kids up to throw strikes and build confidence.
- When the coach or machine is pitching, the pitchers helper must stay as close as safely possible to the pitching mound / rubber.

#### Defense:

- Each team will field 10 players on defense, 4 being in the outfield.
- One defensive coach is allowed in the outfield to assist the players, but must stay in the outfield. If a defensive coach comes in contact with a live ball, the play will be ruled dead at that time.
- If a fielder is not making a play on the ball, or does not have the ball, they must stay out of the base path and away from the base.
- Catchers must wear all regular catching safety gear (face mask with back, leg/knee guards, chest protector).

#### Offense:

- There will be a continuous batting order for each team.
- A face mask for all 7 and 8 year olds is highly recommended, but is at the discretion of your league. LBA teams will be wearing a face mask on their helmet. LBA will not be held liable from injuries that may occur if your league / team(s) chooses not to wear a face mask.
- Base runners may not leave the base until the ball is hit. If the ball is not hit or if the batter strikes out, the base runner must return to the base.
- Players can steal 3rd base only. A player may not advance home on an overthrow from the catcher on a steal attempt. No stealing 2nd base or Home.
- No Infield fly and no dropped third strike.
- All bats must be "USA Baseball" approved. No TBall bats.
- 5 run limit per inning

**\*All baseball leagues who participate in an event at the Linglestown Baseball field, certify that the league has liability insurance, further you certify that you have informed the parents of your players that Linglestown utilizes facemasks for all players eight years old and under while batting, as well as acknowledge that your players have the option of utilizing facemasks while batting. Visiting leagues are responsible for any liability for any injury resulting from not wearing a facemask and to hold harmless and indemnify Linglestown Baseball accordingly\***