

## Coach Pitch (7 and 8 year old)

### Field Specifications:

Bases	60 feet with hash marks at 33 foot Arc from 1 <sup>st</sup> to 3 <sup>rd</sup> base
Home plate to 2nd	84 feet 10 inches
Pitching Rubber	Front edge set at 42 feet from the rear point of home plate.

1. The pitching coach shall keep one foot on the pitching rubber at all times while pitching.

**Penalty:** If the coach violates this rule the coach will be warned if it occurs again the coach will be removed from pitching for the remainder of the game.

2. The Pitching coach shall not verbally or physically coach
3. The Pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

**Penalty:** If the coach violates this rule after the ball is pitched, obstruction will be called and the runners will return to their base before the at bat and the hitter will be out.

**4. The pitching coach cannot throw in a manner that gives his base runners an advantage, if this occurs the coach will be removed. Second Offense: will result in a forfeit.**

**5. Additionally if the ball lands in front of the plate no runners may steal a base. If the hitter hits the ball it is considered live at that point.**

**6. All pitches have to be catchable by the catcher. If the umpire deems that a ball is not catchable and a runner is stealing then the umpire will make the runner return to the base they were at before the pitch.**

**7. The player in the pitching position will be on either side of the coach pitching with one foot on the hash mark which is three foot from the pitching rubber.**

1. To be eligible for the 7-year-old division a player may not turn 8 before Jan 1<sup>st</sup> of the current year.  
To be eligible for the 8-year-old division a player may not turn 9 before Jan 1<sup>st</sup> of the current year.  
For Fall you must play the age group you will play the next spring.
2. Game time limit shall be 70 minutes (1 hour and 10 minutes). Immediately after the third out of an inning, the next inning begins, except if game time has elapsed or if there is 5 min or under we will not start another inning.
3. Regulation games shall be 5 innings, unless game time has expired. When a game is tied at the end of regulation, extra innings shall be played until a decision is reached.
4. Three innings (2 1/2 innings if home team is ahead) constitutes a complete game if the game has to be called for any reason other than the run rule or time limit (i.e. inclement weather, power failure, etc.).
5. We will not have a fair ball arch.
6. CVBA will only allow 9 defensive players on the field.
  - Outfielders must play behind the bases until the ball is put into play
7. CVBA will use the infield fly rule.

8. No intentional walks will be allowed
9. Only 6 runs may be scored in an inning or 3 outs to complete an inning, whichever comes first.
10. If a team is leading its opponents by at least 13 runs after 3 innings (2 ½ innings if home team is ahead) have been played or at least 7 runs after 4 innings (3 1/2 innings if home team is ahead), the game shall be terminated and the team ahead is declared the winner.
11. All players will be placed in the lineup of the scorebook and all players will bat. If a player becomes sick after the start of the game, a line shall be marked through their name for their bats thereafter with no penalty. If a player arrives late, their name shall be added to the bottom of the batting order.
12. Batter will receive 5 pitches or three swinging strikes whichever comes first. No base on balls (walks) are allowed. If on the 5th pitch, the ball is hit into foul territory, the batter may continue to receive pitches until he either strikes out or puts the ball into play.
13. Bunting is allowed. Once a batter shows bunt, they must either bunt the ball or take the pitch. Penalty: If the batter swings, the batter/runner is out, the play is called "DEAD", and all runners must return to their previously occupied base.
14. **Stealing bases** – Leaving the base early will result in a dead ball. No advancement will be allowed on a hit ball. (Added 2008)

7 Year olds – Base stealing is NOT allowed. Runners may advance only when the ball is legally hit. One team warning for leading off or stealing will be given, thereafter; the runner will be called out.

8 Year olds – 8U Stealing is allowed – Stealing of second and third bases is permissible. A runner may not steal home on a pitched ball. No runner may leave the base until the ball has crossed the plate. (This is at sole discretion of the umpires and a non-arguable call) Once the ball has crossed the plate the runner may steal second or third base (If the defensive player puts the ball in play by attempting to throw out the runner the ball is considered live and the runner may advance all the way to home plate). Penalty: If a player is caught leaving the base early the team will receive a team warning. The player will be forced to go back to previous base. If a runner from same team leaves the base early thereafter the player will be declared out.

15. The batter may not advance on a called third strike pitch dropped by the catcher; however, (8 year olds only) runners may advance at their own risk. (See rule 14).
16. If a fielder halts the progress of the lead runner, the umpire shall call "TIME". All runners must return to the base last touched prior to "TIME" being called. If the runner has advanced past the 30-foot mark, then they may advance to the next base.