



## Coach Pitch Rules Ages 7-8

1. Game length will be (6) innings or one (1) hour and fifteen (15) minutes in duration. No new inning may begin after the 1 hour and 15 minute time limit. If the game is ended because of time and results in a tie it shall be recorded as such. During playoffs the game will continue until a winning team is decided.
2. Distance between bases is 60 feet, and the distance from home plate to the pitcher's mound is 46 feet.
3. Each player must play a defensive position for a minimum of three (3) innings. Free defensive substitutions are allowed.
4. Batting order must be completed before the start of the first inning. Anyone that is not present at the start of the game must be added to the bottom of the lineup. There shall be no moving players in the lineup once the first inning has started. If a player bats out of turn this will result in an automatic out.
5. All players who have not played must enter the game at the top of the 4<sup>th</sup> inning. Any players not playing in a game because of time limitations, must start the next game, and make up any innings they should have played.
6. Base coaches are prohibited from touching base runner in an effort to encourage or impede their progress.
7. Bunting is allowed.
8. Players are NOT permitted to "lead off" or "steal" a base. A runner shall be declared out if he/she leaves the base before the ball is hit by the batter.
9. Sliding feet first into a base is allowed, and all players are strongly encouraged to wear pants. Players cannot slide head first.
10. The pitcher must assume a normal fielding position within the pitching circle/area. He/She may not move out of the circle/area until the ball is hit by the batter.

11. A batter is declared out if he/she throws their bat after they hit the ball.
12. Any player intentionally throwing a bat or a batting helmet will be ejected from the game.
13. **Player must call "TIME" in the infield to stop base runners. If the runner is halfway to the base they may proceed once time is called (umpire's discretion).**
14. There will be NO INFIELD PRACTICE before game time. Teams may practice/warm up in the outfield on their dugout side before the game begins.
15. The "MERCY RULE" is in effect. At the completion of 4 innings, a winner shall be declared if one team is outscoring the other by 10 or more runs. However, play may continue until 6 innings are completed or regulation time (1 hr. 15 min.) has expired if both coaches agree.
16. Should a game be halted for rain or dangerous conditions, it will be replayed in its entirety unless four (4) innings have been completed, (3 ½ innings if the home team is ahead).
17. The catcher will wear protective equipment including a protective cup.
18. Batters are required to wear batting helmets.
19. **The minimum number of players to start and continue a game is eight (8) players. A team may field up to 10 players, including up to 4 outfielders.**
20. The umpire will keep score during the game. Remember at this age the primary focus is to teach the players the fundamentals and to have fun.
21. The coach of the batting team will pitch to their own team. The coach must pitch from no closer than half way between home plate and the pitching rubber.
22. **Players are given 5 pitches total to hit from their coach. On the 5<sup>th</sup> ball if they have not put the ball into play or fouled they are out.**
23. **Maximum number of runs per inning is 6.**
24. There are no walks.
25. If a batter is hit by a pitch thrown by his/her coach he/she is not awarded 1<sup>st</sup> base. The ball will be ruled dead and the pitch will not be counted toward the 5 pitch limit.
26. If the batted ball hits the pitching coach or the pitching coach interferes with a fielder the batter will be ruled out.
27. An umpire will be present at all games. All umpire's decisions/calls as they relate to the game are final. There will be no protests.

28. The "In-field-fly rule" is in effect.
29. Wooden bats will not be utilized. The maximum bat size for coach pitch is 28" in length with a barrel diameter no greater than 2 5/8 inches.
30. Coaches are responsible for actions of parents during game. Coaches are expected to adhere to the YMCA's policies and can be ejected from game for poor behavior/language. If coach is ejected there must be an assistant coach/parent to continue the game in absence of coach to avoid forfeit. Game will be halted by either site supervisor or umpire until unruly parent/coach leaves premises.