

TCYBL 8U Coach Pitch Playing Rules

A team roster of each member team should be available for the league president at the beginning of season by member league directors. These rosters will be used to verify the tournament rosters. All players named on the team roster are eligible to participate in all tournaments. No player shall be told not to participate in any tournament game. Any coach found to be in violation of this rule by the authoritative body will be suspended from coaching for the remainder of the season.

- 1) All players should be 8 years old or under before May 1st. Exceptions can be made if in the best interest of the individual player.
- 2) Communities and coaches, especially those with more than one team, must remember that this is an INSTRUCTIONAL LEAGUE. Every effort should be made to balance your teams in the interest of UNIFORMITY and FAIR PLAY. Teams within a program should be balanced according to player age.
- 3) Coaches and umpires need to remember that these are impressionable children. ABSOLUTELY NO UNNECESSARY ROUGHNESS OR VULGAR LANGUAGE WILL BE TOLERATED from any participant or spectator of the game.
- 4) Coaches have a responsibility to teach ALL players the fundamentals of baseball as well as sportsmanship, teamwork, and fair play. The throwing of equipment (bats, helmets, and gloves) will not be tolerated. This includes coaches. Set a good example. A batter accidentally throwing a bat receives a warning - next time they are called "out". **A player intentionally throwing a bat, helmet, or mitt in disgust will be ejected from the game.** Coaches should not use gimmick plays (such as having players avoid throws by running with the ball, rolling the ball, or intentionally throwing the ball out of play) to achieve a competitive edge at the expense of teaching proper fundamentals.
- 5) Players should be taught baseball safety - never throw the ball to someone who is not looking and never swing the bat until they have checked to make sure no one will be hit with the bat. Do not throw the bat after hitting the ball. Please pay special attention to safety or it may be a child on your team that gets hit in the head with a bat or ball.
- 6) Each batter will receive a maximum of six (6) pitches or three (3) strikes in order to put the ball in play.
 - a) If the 6th, 7th, or any subsequent pitch is fouled, the batter gets an additional pitch.
 - b) The batter is out after 3 strikes.
 - c) If a coach/pitcher hits the batter with the pitch, that pitch will be considered "no-pitch". The pitch will not count towards the (6) pitch count and the batter will remain at bat. No runners will advance.
 - d) If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit. If it is deemed a coach/pitcher intentionally interferes with the batted ball, the batter will be ruled out and all runners return to the base occupied at the time of pitch.
 - e) There will be no walks.
 - f) Prior to the ball becoming dead, any attempt by the batter will be played as a live ball.
- 7) Regular Season and Tournament Games shall be 6 innings and/or 90 minutes (whichever happens 1st). Each

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team will be allowed 3 outs per inning.

- 8) Each team is limited to 7 runs per inning. Tournament games will end once it is mathematically impossible for the trailing team to make up the run deficit with the per inning run limit. (i.e. 15 after 4 innings, 8 after 5 innings) Regular Season Games - If the opposing coaches agree, non-tournament games may continue after the outcome of the game has been determined, even though the winning team has already been determined.
- 9) Games during the school year and during the school week (Monday-Thursday) shall not last past 9:30 PM
- 10) A team will field 10 players (4 outfielders). Any team fielding less than 7 players will forfeit the game.
 - a) Any team defensively fielding less than 10 players, must always field a catcher and a pitcher's helper. Other positions are eligible to not have a player, if fielding less than 10.
 - b) All outfielders shall be positioned at least 20 feet beyond the direct lines between bases, until the ball is hit.
 - c) Except for the pitcher's helper and catcher, no infielders shall be more than 5 feet inside the baselines until the ball is hit.
- 11) The defensive team will use free substitutions. All players MUST play at least 2 complete innings on defense.
- 12) Each team must set a batting order and bat in that order through the remainder of the game. Any team batting less than 9 players, will be assessed a maximum of 1 out, whenever the missing players are due up to bat, at the end of the lineup. Teams will bat all their players, even if they have over 10 players.
- 13) There will be no leading off and no stealing. Baserunners must remain in contact with the base until the ball is hit. Players leading off and/or leaving the base early will get 1 warning. If that player leads-off or leaves early again, the player shall be called out.
- 14) Runner(s) will be awarded the base they are advancing to, from their positions on the base path at the time of the throw if an overthrow lands out of play. Over throws which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with liability to be put out. The boundaries for what is out of play should be determined by the coaches and umpires in their pre-game meeting. It is recommended to only advance one base on live ball over throws, if the defense is not attempting to make a play on any runners..
- 15) Bases will be set at 55 feet in this division.
- 16) The coach pitcher will pitch overhand anywhere along a straight line from home plate to 2nd base at a distance between 30 and 38 feet.
- 17) The pitcher's helper shall take a position with 1 foot inside of an area demarcated by a 6 ft radius semicircle drawn from the intersection of the pitchers line and the 38' mark from the back of home plate towards the inside corner of both 1st and 3rd bases. **The pitcher's helper will stay behind these lines and inside of this semicircle until the ball is batted or has crossed the plate.**
- 18) Batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners may advance.
- 19) Base running:

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- a) A hash mark shall be placed at the mid-point between third base and home plate and will be used by the umpire(s) to determine the base runner's location to home plate. A **"controlling situation"** is: when the baseball has been secured/controlled by an infielder or pitcher's helper within the baseline, the controlling player has called time out, and the umpire has recognized the timeout request, the following baserunning limits will result:
 - i) A baserunner advancing from third towards home plate must completely cross the hash marks to be awarded home plate and score; if the baserunner does not completely cross the hash marks, then they return to 3rd and all other runners would not be able to advance to 3rd.
 - ii) If a baserunner's momentum has stopped while the controlling circumstance has occurred the baserunner will return to the most immediate base secured.
 - iii) If the controlling situation occurs the play is "dead" and the defense has forfeited their right to get an out. A runner advancing towards their next base will be awarded that base.
 - iv) Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire. PENALTY - The runner shall be called out and may be ejected from the game at the discretion of the umpires. All other runners go back to the last base achieved at the time of the infraction.
- 20) There is no infield fly rule or dropped 3rd strike rule in this league.
- 21) Any injury, that warrants a coach's immediate attention, WILL IMMEDIATELY stop play. Defensive player injury -- all runners advance one base. Offensive player injury -- will stop play also, but runner's advancement will depend on the situation at the time of the injury and will be the umpire's decision..
- 22) Coaching:
 - a) Offensive teams may have coaches at 1st and 3rd base. No coach should physically assist a runner. PENALTY - Runner is out.
 - b) Coach Pitchers can not help coach offensive players at the plate or on the bases. PENALTY - First time is a coaches warning, further infractions after the initial warning will require removal of the coach pitcher for the remainder of the game.
 - c) Defensive teams may have 2 coaches on the field. Defensive coaches need to be in foul territory and in the outfield. No coach should assist or interfere with the player making a play. The PENALTY for coaches physically assisting a defensive player is: each runner gets 2 bases for defensive coach's interference (the base they were advancing to, at the time of the interference, plus one).
- 23) It is highly recommended we do not use parent umpires, however if both teams are adamant they use parent umpires then each team should provide an umpire for each game. Each team should also provide a new game ball and a coach pitcher.
- 24) Metal bats with pressurized bladders are not allowed in this league. All other bats manufactured specifically for baseball play, which are round and possess either the USSSA 1.15 BPF or USA BAT stamp and barrel not more than 2 ¾ inches in diameter at the thickest part, are acceptable.
- 25) The most recent batter not on base may fill in as a pinch runner for a base runner who becomes ill or is

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injured and unable to continue. If the player's coach does not take an out, when that player's next time up to bat, then that player cannot play the rest of the game. If the player's coach does take an out, when that player's next time up to bat, then that player can come back into the game. If the player leaving the game drops the team's number of batters to less than 9, then rule 12 supersedes, and that player will be assessed an out the next time the player is due up.

- 26) Once play has begun in a tournament game, the game shall be played to regulation length unless forfeited or the outcome of the game has been determined. Games called for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by the tournament director.
- 27) Suspended tournament games shall be resumed from the point of curtailment except that the player at bat when a game was suspended shall start with a fresh count when the game is resumed.
 - a) Players on a tournament game's original line-up but absent when the game is resumed shall be removed from their team's line-up. All other players shall be left in their original order on the line-up. Players not on a tournament game's original line-up but present when the game is resumed shall be added to the bottom of their team's line-up.
- 28) A missed base must be verbally appealed after play has stopped and before the next pitch. An umpire shall not call a base runner out without an appeal from a defensive player or coach.

Except for the above rules and regulations, official baseball rules (published by the National Federation of State High School Associations) will be used.