

WEST PLAINS PARKS AND RECREATION

U8 Recreational League– Coach Pitch –Youth Baseball & Softball – Specific League Rules

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 55 minutes
- PITCHING OUTS: (Adults pitch to their own batters) 5 pitches (if they swing and miss 3 times they are out)
- MINIMUM REGULATION GAME: 3 innings / 30 minutes
- NUMBER OF DEFENSIVE PLAYERS: 10
- MAXIMUM RUNS PER INNING: 5
 - When the game reaches a point where the losing team has no chance to at least tie the score (due to five-runs-per-inning limit) the game will end.
 - Example: 7 runs after 4 innings, 13 runs after 3 innings

BASE RUNNING

- Leading off and stealing is not allowed. Base runners must remain on base until the ball is batted into play by the batter.

BATTING

- A coach pitches to his/her own batters.
- Each batter is allowed 5 pitches to put the ball into fair play.
- 5 Pitches (no Balls 3 swung strikes batter is out)
- If the batter fails to hit a fair ball in five pitches, he/she is out.
- The umpire will keep track of the 5 pitch count limit.
- The infield fly rule is NOT in effect.
- A batter hit by a pitched ball will NOT be awarded first base.
- If a player cannot take his turn at bat due to illness, injury, ejection, etc. his/her spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- The batting order consists of all eligible players who are at the game, and stays the same throughout the game. There are no offensive substitutions.

DEFENSIVE SUBSTITUTES, ETC.

- 10 players will play defense. **ONE MUST PLAY CATCHER.**
- The defensive team must have no more than 5 infielders plus a catcher. The fielding pitcher **MUST** stand at a 30' (25 for Softball) Pitching Pitcher must stay in the circle.
- The pitching pitcher (coach) must not intentionally interfere with a live ball.
- An adult may stand behind the plate, at the backstop, to retrieve passed balls.
- Coaches may NOT be on the infield with their teams while on defense.

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COACHES

- The offensive team may have three coaches on the field while on offense. The pitcher, first base coach, and the third base coach.
- The defensive team may have three coaches on the field while on defense. The catcher, a coach at the edge of the first base line grass, and a coach at the edge of the third base line grass. Defensive coaches may not pass the fair/foul line to coach their team. Strictly enforced!

The West Plains Parks and Recreation Youth Baseball Leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game to advance development and learning.
2. Sportsmanship will be promoted by participation in the West Plains Parks and Recreation Baseball/Softball Program.
3. Player's health and safety shall be promoted at all times.

AGE

- Participants in the Coach Pitch League shall be those no older than 8 by May 1 for Baseball and January for Softball of the current school year.
- Players will be allowed to play up at the discretion of the parent or guardian. However West Plains Parks Department reserves the right to move the player to their own age division if they believe it is in the best interest of the safety and development of the child.

PLAYING FIELD

- The Coach Pitch diamond shall have 60 foot base lines.
- A 16ft circle will be placed around the 25-30ft place where Coach will stand.
- The Coach Pitch Pitchers must pitch within the circle overhanded if baseball.

THE GAME

- In all Coach Pitch games, a half-inning will end when any of the following occurs:
 - the batting team scores five runs in that half-inning
 - the defensive team records three outs
- A complete game in the Coach Pitch League shall consist of five innings, unless any of the following occur:
 - **TIME LIMIT.** The time limit shall be 55 minutes. **The umpire will be official timekeeper for all games.**
- The time shall begin immediately following the manager's plate meeting.
- **REGULATION GAME.** For the purposes of rescheduling games, a regulation game shall consist of at least 3 innings, or 2 ½ innings if the home team is ahead.

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- In the event of lightning, players will head to dugout and play shall resume when lightning is no longer visible for 15 minutes.
 - Any game that is stopped before becoming regulation will be replayed from the start.
 - West Plains Parks and Recreation staff will determine the date and time that the game will be rescheduled.
- Number of players in the line-up:
 - 10 players will play defense.
 - A team is limited to a maximum of five infield players, plus a catcher.
 - The fielding pitcher must be positioned directly adjacent to the pitching rubber at the time of the pitch.
 - The catcher will assume the normal catching position behind the plate.
 - Four players will be in the outfield.
- All outfield players Start in the grass until ball is hit.
- A team may play with as few as seven players without penalty only if there are absences. At least seven team members must be present at game time to play, or a forfeit will result.
- If a team has ten or less players, all must play unless there is an injury, ejection, or illness.
- If a team begins play with less than ten players, late arriving team members must be added to the end of the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following his/their arrival. The umpire and scorekeeper must be notified.
- The team designated by the schedule to be the home team shall be the official scorekeeper for the game. The official scorekeeper must use a regulation scorekeeping book and must keep track of the following:
 - Count (balls, strikes, outs)
 - Score of the game (5 runs per inning, run rule, etc.)
 - Line up used by both teams.
 - COMMENT: The umpire's focus should always be on administering the rules of the game of baseball/softball. The scoreboard is not an official account of the score and should not be treated as such.
- If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be forfeited by the team lacking the seven team members.

Pre-Game Warm-up Regulations:

- No team will practice on the infield portion of the diamond after it has been prepared for play.
- Between half innings, the defensive team will be allowed to utilize a warm-up ball.
- **TIE GAMES: If a regulation or complete game ends with the score tied, IT WILL REMAIN A TIE.**(Live arm plays an extra inning)

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1. All team members who are eligible and able to participate will be included in the batting order. This batting order will stay the same for the entire game.
2. If a player is unable to take or to complete his turn at bat due to injury, ejection, etc. his spot in the order will be skipped. The next player in the line-up will bat. No penalty will be assessed to his team if he is unable to bat or to complete his turn at bat.
3. If a player who previously was unable to bat due to illness or injury is able to take his next or subsequent turn at bat, he will be reinstated in the batting order. The umpire and scorekeeper must be notified.
4. A batter hit by a pitched ball will not be awarded first base.
5. Bunting is not allowed.
6. A foul ball that is legally caught by a fielder will be counted as an out. The batter is out.
7. All team members of the team at bat must remain behind the dugout screen or fence except the batter and the on-deck batter who must remain in the on-deck circle until it is his time to bat.
8. After hitting the ball or in attempting to do so, the batter will **NOT** be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws his bat will be GIVEN A COACHES WARNING then the next batter who commits the foul will be called OUT. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.
9. **PLAY CALL BE COMPLETE WHEN THE BALL CROSSES THE PLANE (CYLINDER EXTENDED TO THE SKY) OF THE CIRCLE BEHIND THE PITCHING MACHINE. At that point the Umpire will call dead ball.**

BASERUNNING

- Runners may only steal on base on an overthrow ON AN ATTEMPT TO GET THE BALL TO A BASE.
- The following rules shall govern the “crash rule,” i.e.: the situation involving contact between fielders and base runners at any base including home.
- A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
- A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.

PENALTIES:

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- If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
- If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- When the fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

DEFENSIVE PLAY

- The coach/parent who is pitching to his own batters shall be designated as the pitching pitcher. The defensive player who assumes the role as a fielder will be called the fielding pitcher.
- A batted ball that strikes the pitching pitcher will be considered dead ball and in play and will be replayed.
- When a dead ball has been called by the umpire or the ball crosses the plane (9), base runners less than half the distance between two bases must return to the base last touched. Base runners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Umpires judgment will determine which base a runner must go to.
- Umpires shall call time after every play!
- When the defensive team is playing the ball, the pitching pitcher must not intentionally interfere with any live ball. PENALTY: The furthestmost base runner will be called out. Intentional interference is a judgment call by the umpire.
- The defensive team may place an adult behind the plate, at the backstop, who can retrieve passed balls or wild pitches, and throw them back to the pitching pitcher. This adult must not interfere with any live ball in any way - PENALTY: The furthestmost base runner will be called out. This “adult catcher” is utilized only to save time and “wear and tear” on the catcher.
- Try to play everyone evenly (Draft only)