

# PARAGOULD YOUTH BASEBALL/SOFTBALL

## PLAYING RULES

### 7-8 YEAR OLD COACH PITCH

#### GENERAL RULES

1. A player may play in an older age group, but under no circumstances will a player be allowed to play in an age group younger than their own.
2. Players will be selected via a player draft in an effort to create equity amongst the teams. Tryout dates will be announced in mid-February each year.
3. Metal cleats are not permitted in 12 year old and younger.
4. Crowd control is the responsibility of first, the coach, secondly, the umpires, and thirdly, the league sports director. Fans demonstrating disruptive behavior will be asked to leave. Police may be called in an effort to restore a family-friendly environment at Bland Park.

#### 7-8 YEAR OLD COACH PITCH

1. **Time Limit:** One hour and twenty minutes or (6) innings, whichever comes first. Ties will not be played out.
2. **Batting Order:** All players on the roster will be in the batting lineup the entire game. If a player arrives after the start of the game, the player must be inserted at the bottom of the batting order.
3. **Defense:** Ten (10) defensive players with one additional outfielder. All four (4) outfielders must be in the outfield grass until the ball is pitched. Teams may freely insert defensive players into their lineup. Players on the infield should be in their standard positions; no shifts, extra players on or around the mound, etc.
4. **Runs per Inning:** (7) runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.
5. **Contact Rule:** Babe Ruth rule 6.05 shall apply.
6. **Dead Ball:** Umpires shall call "time" after every play and declare the ball dead. "Time" shall be called as soon as all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
7. **Pitching Line:** The coach may pitch from no closer than 40' to home plate or no further than 42' to home plate.
8. **Pitching Circle:** The dirt pitcher's mound shall serve as the Pitching Circle.
9. **Pitching Coach:** The pitching coach shall keep one foot on or straddle the pitcher's line. The pitching coach may pitch anywhere along the pitching line from 40' to the 42' pitching circle. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play. 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. If a coach violates this rule after the ball is pitched obstruction shall be called. Additional penalty: If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game. If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball. The batter-runner will be awarded first base and no runner(s) will advance unless forced.
10. **Pitching Position:** The defensive player listed as pitcher shall not leave the pitching circle (the pitching mound) until the ball is hit. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no pitch.
11. **Run Rule:** Any team leading by 8 or more runs at any time after the completion of 5 innings (4 ½ if the home team is ahead) shall be declared the winner.
12. **Strikes:** The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. The at-bat will continue on foul balls.
13. **Bunting:** Is permitted.
14. **Infield Fly Rule:** The infield fly rule is not in effect at any time.
15. **Stealing:** Base runners are not allowed to lead off or steal bases at any time including advancing on passed balls.
16. **Overthrows:** Base runners may advance on an overthrow at the risk of being thrown out.
17. **Time-Out and Conferences:** Only 1 conference will be allowed with each batter during the batter's time at bat. Coaches may not call time out to confer with the base runners.

18. **Bats:** The barrel maximum for bats is 2 3/4". Wood bats must conform to Official Baseball Rule 1.10. BBCOR .50 are not permitted.
19. **Slinging a Bat:** If a batter slings his/her bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his/her bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.
20. **Bases:** Bases will be 60' apart.
21. **On Deck Batter:** The next batter due to hit may stand in one of the on-deck circles so he/she is facing the back of the hitter, but must be wearing a batting helmet. All other players must remain in the dugout.

**Rainout information will be posted by 3:00pm on the day of inclement weather**  
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