

2021: 7U COACH PITCH RULES:

Play will be "COACH PITCH", with the coach pitcher to be positioned at the front of the pitching mound (approximately 38'-40' from home plate). The Coach pitcher is not to aid the batters or base-runners in any way (including instruction). A second warning from the umpire will result in removal of the Coach pitcher.

Maximum of six (6) runs scored per inning (including the last inning). Six inning games, subject to time limit in place. Once a team is mathematically unable to tie or win the game; the game is over (i.e., if a team is leading by 13 runs after four innings or 7 runs after five innings). No new inning may start after 1hr 45mins.

The team is to have a player positioned as "pitcher", lined up even with the normal pitching rubber in place 46' from home plate, and within a few feet to the left or right of the Coach Pitcher.

A 10 player defense will be used, including a pitcher and four (4) outfielders that will be positioned across the field (no short fielder at any time). Free substitution of players on defense.

All fielders must play within reasonable (umpire's discretion) proximity of that position's normal location. Infielders are to be positioned not more than 5 feet inside base paths. All outfielders must be positioned at least 20 ft into the outfield grass.

The infield fly rule is not in effect.

Batting order is universal meaning, all players must bat.

Only USA Approved bats are allowed in the tournament. Bats from previous years are not permitted under any circumstances. Any player caught using an illegal bat and reaches base will be recorded as out. Teams will receive a warning for their first altercation. A second altercation will force the offending team to forfeit their game. T-BALL bats are not permitted and viewed as illegal. These parameters are by Cal Ripken Rules. Please familiarize yourselves with this information. <https://usabat.com/>.

A player may use a wood bat if they choose to do so.

If a player is injured and is unable to bat, no out will be assessed. However, once that player's turn is skipped in the batting order, he may not return to the game. Should a team begin the game with less than their entire roster, a player may be added to the end of the lineup unless the last spot in the order has made a plate appearance.

Each batter will receive either three (3) swinging strikes or a maximum of five (5) pitches at which point a strikeout will be recorded. A batter will not strike out on a 5th

pitch foul ball but will continue to receive additional pitches as long as he fouls them off. (Must swing on 5th pitch and after any subsequent pitches that are fouled off).

A pitch may be discarded if the umpire, in his sole judgement, deems that it was “unhittable” and the batter did not swing. “Unhittable” is defined as a ball that hits on or before the plate or a ball that is over the batter’s head. Coaches may not argue with the umpire’s decision and may be ejected for doing so. The decision could be made on any pitch; however, it typically should not be used very often.

Bunting is not allowed.

A hit batter is not awarded 1st base but will continue to bat. The pitch will not count unless the batter swings at the pitch.

Each team will receive one (1) warning per game about thrown bats. The second occurrence will result in an out. This call is entirely a judgment call at the discretion of the umpire.

There is no stealing or advancement on wild pitches and catchers’ passed balls. Runners remain on the base until the ball is hit.

A runner leaving early will receive a warning from the umpire and a replay of the pitch will occur, unless defensive team benefits from play. (this could result in a “do-over” of a base hit.) Each team will be permitted one warning per game. Any subsequent violation will result in an out of the base-runner and a replay of the pitch unless defensive team benefits from play. “Benefit” will be determined solely by the defensive team.

After a ball is put into play into the **outfield**, the play will be ruled under “Control” by the umpire once (1) the ball is returned to the infield and is under “control” by a defensive infielder in fair territory. (this rule does not apply for any batted ball in the infield). At this time, a base runner will be awarded the next base if, in the umpire’s sole judgement, he has crossed the mid- point hash mark when the ball was controlled. Otherwise he must return to his previous base. If the defensive team attempts to make a play on any base-runner, play continues and runner can be tagged out. However, if runner is safe, he will be returned to the prior base if in judgement of umpire he was not past the hash mark when the ball was under “control”. “Control” is defined as in the hand or glove of an infielder in fair territory of infield. (In other words, the play should continue to its natural completion and runners may be returned based on the umpire’s judgement)

Runners can try (with the risk of being thrown out) to advance just ONE BASE on an overthrow coming from a player in the infield. There is no advancement permitted on a second overthrow on the same play. The concept of “CONTROL” as outlined above is applicable only to balls coming in from the outfield and is not applicable here on a throw from an infielder.

If a ball hits the Coach pitcher (unintentional), it is in play. If the umpire, in his sole judgement, believes that the Coach pitcher did not make an adequate attempt to avoid interfering with a play, he may call the play dead and the batter/player out, with no advancement by baserunners. Otherwise, the umpire may use his judgment in placing runners as a result of a stoppage in play due to the coach pitcher getting in the way or colliding with a player attempting to make a play

All coaches (except base coaches and the coach pitcher) will remain off the field during play.

Bases are set at 60feet.

Tiebreakers, in order, are as follows:

1. Overall record (winning percentage)*
2. Least runs allowed
3. Total Net Run Differential
4. Most Runs Scored
5. Coin Flip

The home and visiting teams, including in championship games, will be determined before each game by a coin flip. A 4th game may be necessary to balance out uneven divisions. The results of the game will not count for the team playing their 4th game.

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