

OFFICIAL RULES
COACH PITCH DIVISION
(Spring 2006)

OFFICIAL RULES

Unless listed or noted below, GAC 7/8 year old Division will be governed by the rules set forth by the National High School Baseball Federation Rules and Regulations. Rules related to safety, good sportsmanship and the proper teaching of fundamental baseball skills should receive the highest priority.

TEAM COMPOSITION

Only players on the official league roster provided to the manager / head coach by the league commissioner are permitted to play in a league game or participate in a practice. Each team shall have a maximum of (3) coaches and a scorekeeper (although practices should have as many instructors as possible). The scorekeeper must remain in the dugout area and cannot serve as a coach except to control the dugout area. Only players, managers or coaches are to be in the dugout or on the on-deck circle.

All players are encouraged to remain in the dugout area.

EQUIPMENT

Only Germantown Athletic Club approved or provided equipment will be used except for the fielder's glove, batting helmets, personal bats or shoes. Players will wear only Germantown Athletic Club issued uniforms. No wooden bats or bats with a barrel over 2 1/4" will be allowed. Metal cleats also will not be allowed. Players batting or in the batting circle must wear batting helmets.

UNIFORMS

Each player will be equipped with a Germantown Athletic Club jersey, pants, hat and socks. These must be worn during each and every game. If a player is not wearing the complete uniform as furnished by GAC, the umpire will order the player to the bench until a proper uniform is worn. It should also be noted that only hats that are furnished by GAC will allowed to be worn during games by players. All jerseys must be tucked in during play. All male players should wear protective cups while playing. Protective cups are highly recommended for catchers.

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FIELD SIZE

Bases will be positioned 60 feet from each other. The pitcher's mound will be 40 feet from the front of the pitching rubber to the tip of the home plate. Second base to the tip of home plate will be 84 feet and 10 inches. Coaches must pitch overhand from the 40' distance.

GAME LENGTH

Each game shall consist of six (6) innings. An official game shall consist of at least four (4) innings, 3 ½ innings if the home team is ahead.

After 4 innings, if a team has no mathematical way to tie or lose, the game can be halted at the discretion of the coaches. If the time limit has not expired the coaches are encouraged to continue playing to provide maximum playing time to the players.

If the game is tied after six (6) innings and time has not expired, one extra inning can be played. If the game is tied after the extra inning, the game shall be declared a tie.

TIME LIMITS

There is a 2 hour time limit. If the time limit applies, no inning shall begin after 2 hours have passed from the start of the game. The same rule applies to play-off games unless the score is tied.

RUN LIMIT RULE

A team may only score five (5) runs per inning. After the 5th run has scored, that team's at-bat is over.

SUSPENDED GAMES

Games that do not reach the 4 inning mark and are delayed by rain or darkness will be suspended. The game will resume from the point where it was suspended.

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FIELD CONDITIONS

By 4:00 PM on weekdays, 8:00 AM on Saturdays and 12:00 on Sundays the league Commissioner may cancel the game for weather or field conditions. A message will be posted on the official GAC web site first and then the phone service will be updated. If there is no message canceling the games, teams are to report to the field. After that time, the decision to cancel games due to field or weather conditions shall be made by the coaches. Any team failing to report to the field will lose the game by forfeit.

All rescheduled games MUST go through the commissioner.

GAME RULES

A. OFFENSIVE TEAM

- 1) All players present at the start of the game will bat in rotation (including those on the bench). Players arriving late will be added to the end of the batting order.
- 2) An At-Bat will be considered 6 pitches. If the 6th pitch (or any thereafter) is fouled the batter will be awarded another pitch.
- 3) Helmets must be worn by all batters and runners.
- 4) Bunting and leading are not permitted.
- 5) Any player throwing a bat will be called out (each team will receive one warning per game).
- 6) Runner must touch all bases. Missing any base constitutes an out, as called by the umpire.
- 7) A runner will be called out if a base coach grabs the runner (for purposes of stopping or starting forward progress) during live play.
- 8) Only two players are allowed to handle a bat at one time - the batter at the plate and the on-deck batter who must stay in the on-deck area. All other

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players must remain on the "bench". An assistant coach or parent must monitor this requirement to avoid injuries.

- 9) Each team shall supply one umpire each game. These umpires should confer before the game as to whom will call what.

B. DEFENSIVE TEAM

- 1) Defensive team will consist of ten players including four outfielders. Minimum of eight players are required to start a game or continue a game.
- 2) Players may re-enter the game as needed (free substitutions), however, players may not be substituted or change positions for a particular batter.
- 3) Outfield positions are defined as left field, left-center field, right-center field, and right field. Outfielders must play 30' or more beyond base path. Outfielders may not cover a base for an infielder.
- 4) Infielders must play their own positions. Infielders must play their defensive position within 5 feet of the baseline in which they are playing. Catcher (not the pitcher) will take all throws to the plate (except when catcher is chasing down a ball). Coaches are encouraged to start teaching the Catchers their position. Parents are permitted behind the catcher if a coach chooses, as long as they do not interfere with any plays at home!
- 5) Play is stopped either by a play at any base or when an ***infielder*** has possession of the ball and while in the infield raises the ball in the air. Any runners that have advanced 2/3 to the next base will be awarded that base. All other runners must return to previous base. If fielder raises ball before runner reaches 1st base the runner will be awarded first base.
- 6) Each player must play at least one inning at an infield and outfield position for each game by the 6th inning.
- 7) No one player can play a single position for more than 3 innings.
- 8) A maximum of one defensive coach is allowed in the field at any given time.

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PLAYER SUBSTITUTION AND PARTICIPATION

A team may field a minimum of eight (8) players and a maximum of ten (10) players for a legal lineup. If using ten players, the team must use four (4) outfielders – no short fielders allowed.

All roster players will bat in order regardless of their position in the field. Players who show up after the start of the game will be placed at the end of the line-up.

A fielder assigned to a position must play that position the entire inning. The only exception will be due to injury. There is free player substitution on defense between innings (players may be removed and reenter the game freely).

Each player must play at least three (3) innings within the first five (5) innings of the game. Each player must play two (2) innings by the fourth (4) inning. Players should have the opportunity to experience every position multiple times during the season.

A coach or player is allowed to call time-out once per inning. If the catcher is on base with two outs, he may be substituted with the last batter/runner to be called out.

BASE RUNNING AND STEALING

Runners may not take a lead and cannot leave the base until the ball has crossed home plate. If a runner leaves his base early a dead ball will be called. All runners will be put back on the base they last occupied at the time of the pitch and a team warning will be given by the umpire. If any runner on the same team leaves their base early any additional times, they will be called out and the play will be ruled dead.

At no time shall any offensive player try to knock down a defensive player to gain an additional base. **All players MUST AVOID CONTACT.** Failure to avoid contact will result in the base runner being automatically called out.

Sliding will be allowed in this division but it is highly recommended that coaches teach the proper sliding technique. **Head first sliding and sliding into first base is not allowed. No warnings!!! Any player sliding into first base or sliding head first in to any base will be called out!**

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There is no infield fly rule in this division.

CONDUCT

Managers, please remember YOUR conduct is being watched by players, parents and coaches on BOTH sides of the field. Concerns regarding conduct by a coach, player or parent should be brought to the attention of the division coordinator immediately.

A written incident report must be submitted within 48 hours of the incident. Incident reports can be found on the GAC web site (www.leaguelineup.com/GAC) under the "Handouts" section.

If a situation arises where a parent, player or coach is asked to leave the playing area or field that team's head coach may also be dismissed from the game. The head coach, as well as the parent may also be ineligible for the next game.

Coaches are not allowed to talk on cell phones while coaching the bases. If a coach needs to talk on the phone, he must leave the field. This is a safety issue.

No motor vehicles should be on or near the playing fields at any time, for any reason. Please make sure that all vehicles are parked in the appropriate parking lots.

Be sure that all coaches and parents review the policy manual for further discussion about conduct.