

**NEW HOPE LEAGUE
2008 BASEBALL SEASON
COACH PITCH RULES
(8 & UNDER)**

I. PURPOSE

- A. To provide an opportunity for boys and girls of a beginner age to actively participate in baseball under conditions favorable to their age.
- B. To provide a competitive atmosphere under controlled conditions with emphasis on participation and learning the fundamentals of baseball.
- C. To teach the following skills:
 - 1. How to properly swing the bat at the ball;
 - 2. How to field the ball properly;
 - 3. How to throw the ball with accuracy; and
 - 4. An understanding of the fundamental rules of baseball.

II. OFFICIAL RULES

These rules were written with the following priorities in mind: safety of the players; equal participation; and enjoyment of the game by the players. The “Official Baseball Rules 2008 Edition” shall govern, with the following exceptions:

Completed Game

- A. An official game is comprised of five (5) innings or one hour fifteen minutes, whichever occurs first. All games will be played to completion, no matter the score.
 - 1. In the event of a rain out, light failure, or darkness at an unlighted field, game will be official if at least three (3) innings (or 2-1/2 innings if the home team is ahead) have been played.
 - 2. Runs are limited to seven (7) per half inning, or three (3) outs, whichever occurs first.
- B. Each able player on the team’s roster must be included in the batting order, and all players must bat. If a team plays with only eight (8) players, the ninth (9th) batting position shall be counted as an automatic out.
- C. **Player Participation.** The purpose of this rule is to insure that all participants receive adequate playing time and to insure coaches do not get so wrapped up in winning that they do not allow players to participate. Each player on the team must play two (2) defensive innings, unless unwilling or unable to participate. In the event of an official game being shortened as described above, this rule shall

not apply. Each team must keep a list with their score book showing the defensive innings played by each player, and such list shall be provided upon request. Substitutions should be noted as to the inning the substitution is made.

- D. **Disciplinary Withholding of Participation of Players:** Coaches may withhold participation as a form of discipline, as long as it is announced at the beginning of the game. Withholding participation shall apply to both batting and playing in the field. Withholding participation shall not extend past two (2) consecutive games for a single player.
- E. Teams shall play ten (10) defensive players on the field: six (6) infielders and four (4) outfielders. Outfielders must remain behind the baseline until the ball is hit.
- F. The batter will be allowed six (6) pitches or three (3) swings, whichever comes first. If the batter does not hit in six (6) pitches or three (3) swings, he is out. Bunting is not allowed. Batter is also out on caught foul tip on third strike.
- G. A player may be intentionally walked one time per game.
- H. The player pitcher must position both feet within the 10 circle and must remain within the circle until the ball is pitched. The center of the circle will be 42' from home plate.

Penalties: 1st offense: warning
 2nd and subsequent offenses: Balk (no pitch) and runners advance

- I. Coaches are limited to one (1) conference with defensive player(s) per inning.

Penalty: Pitcher player is removed from the mound.

III. RUNNERS

- A. The runner must remain on base until the ball is hit. In the event the runner advances before the ball is hit, the runner will be called out by the umpire. The ball must be hit into play (umpire's judgment).
- B. The runner may advance on throws into dead ball territory as follows (this rule applies to lay in which the ball is thrown or rolls into territory past the fence line along the first or third base lines):
 - 1. Advancement of the runner is determined by the lead runner.
- C. The runner is automatically out for missing a base if he does not retreat to the base before the ball is dead (umpire's judgment).

IV. COACH PITCHER

- A. The Coach Pitcher must remain behind the line marked 30' from home plate, but in front of the circle.

Penalty: 1st or 2nd offense: Warning by umpire
3rd offense: Coach pitcher ejected

- B. The Coach Pitcher may talk to the batter, but not the runner, while pitching.

Penalty: 1st offense: Warning by umpire
2nd or subsequent offenses: Out charged to team

- C. Coach Pitcher may throw overhand or underhand.

- D. Coach Pitcher must exit the playing field immediately upon the ball being hit by the batter, and remain there until the ball is dead.

Penalty: 1st offense: Warning by umpire
2nd offense: Coach Pitcher ejected

- E. If batted ball hits the Coach Pitcher, the play is dead and the pitch will not be counted.

V. DEAD BALL

The ball is live until progression of the lead runner is halted, at which time the ball is dead. The runner on third base is considered live for play at home until his progress has been halted.

VI. CATCHER

- A. Must be positioned behind home plate (catcher's box) until ball is hit.
- B. Must wear complete catcher's gear (helmet, face mask, chest protector, leg guards and throat protector).
- C. Must wear protective cup.

VII. UMPIRES

Umpires will give one warning for a player throwing a bat, and will notify scorekeepers of warning. If the player throws the bat again, the umpire will call the player out (umpire's judgment).

VIII. THE FIELD

- A. Fair Ball Arc: There will be a 20' arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A ball must go past this line to be fair.
- B. Safety Arc: There will be a 30' arc drawn from the 1st baseline to the 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- C. SAFETY BASES: Will be used at first base. Runners must use the orange base and the first baseman must use the white base if there is a play at first. If the runner touches the white base, the runner will be called out. Once the runner reaches first base, the runner must then use the white base.

IX. SCORE REPORTING

Scores must be reported weekly in order to receive credit in League standings. The designated representative for each Town scores must report team scores to the League President no later than 4 p.m. on the Sunday following the completed game. As such, team scores (for both winning and losing teams) shall be reported to their Town's designated representative in advance of the Town representatives' reporting deadline. If no score is reported prior to the deadline for reporting same, the team not reporting will receive a "0" score or a loss for that game. **NO EXCEPTIONS.**

Before the start of each game, the plate umpire will present each team manager with an official umpire score card. The manager or team scorekeeper will complete the score card with all required information, sign the card and return it to the plate umpire at the end of the game. Failure to do so will result in the offending team receiving a "0" score or a loss for that game. **NO EXCEPTIONS.**

X. COACHES PASSES

Each team will be allowed a total of four (4) coaches' passes to enter the game free. Passes must be presented to the gate attendant to be allowed in at no charge.

Coaches are required to prominently display their NYSCA certification and League pass at all times during games. The League will provide each coach with a lanyard and pouch in which to place their required certification card and pass.

Any person who attempts to deceive any League official by displaying or presenting improper identification will be removed from the field. If the offending person refuses to leave the field, the offending person's team will forfeit that game. A second offense may result in suspension from coaching for the remainder of the season.

**TOBACCO USE IN DUGOUTS OR ON FIELDS DURING GAMES PROHIBITED
AT ALL LEAGUE PARKS!
SMOKING PERMITTED ONLY IN DESIGNATED AREAS,
PER INDIVIDUAL PARK RULES
LEAGUE RULES DO NOT APPLY TO TOURNAMENTS**