

# JUNIOR BASEBALL LEAGUE OF NASSAU

## COACH PITCH – PINTO 8-U DIVISION RULES EFFECTIVE: JANUARY 1, 2020

### 1. Age of Players

Players who are in their Final Year - Eight (8) years Old – are eligible if their Ninth (9) Birthday falls after August 31 of the current year (Girls can play down One (1) year.)

#### *Exceptions:*

- A Seven (7) Year old Male player, who, upon evaluation by the League will remain in Tee Ball to further his baseball skills.
- A Nine (9) Year Old Male player, who, upon evaluation by the League will remain in the Coach Pitch Division to further his baseball skills.

### 2. Team Parent

Each team will have a Team Parent who is allowed in the Dug Out but not on the field during games. Team Parents do not need to be certified or approved by the League.

### 3. Coaching Staff

Each team will be allowed to have One Head Coach and Four Assistant Coaches to be used as follows:-

- One Pitching Coach who must stay in the designated circle unless he is attempting to avoid a batted ball. Any batted ball hitting the adult pitcher will result in a declaration of a DEAD BALL and the play will be terminated. All players will be placed back in the position they were prior to the pitch being thrown and the same count will continue.
- The Pitching Coach must make every attempt to stay out of the play and must stoop low to allow the Defensive Pitcher or Third Baseman to make a throw to a base.
- If the Pitching Coach interferes with the defensive players attempt to make an out on the batter, the batter is out and the play is dead.
- The Pitching Coach must be in contact with the Rubber when he delivers the ball.
- The Pitching Coach may coach runners only while he is in the Pitching Circle.
- One Batting Coach who may stay near the Back Stop.
- Two Defensive Coaches on the Field positioned in Foul Territory along the Right and Left Field Foul Lines behind the deepest outfield player OR One Defensive Coach anywhere in the outfield who must position himself behind the deepest outfield player.
- Two Offensive Coaches positioned in Foul Territory at First and Third Bases.

### 4. Regulation Game

A Regulation Game is Six (6) Innings.

The game will be official if Four (4) Full innings are completed. (3 ½ Innings if the home team is ahead.)

There will be a 2 Hour Time Limit on games. No inning can start after the Time Limit has expired.

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## 5. Mercy Rule

A Ten (10) Run Rule will be in effect and the game shall be called if either team is ahead by Ten (10) Runs or more after the completion of the Fourth or Fifth Innings are completed (3 ½ Innings if the Home Team is ahead).

## 6. Must Play Rule

All Players present for the game must play no less than One (1) Inning Defensively.

Offensive Requirements will be satisfied due to the Continuous Batting Order (**see Rule #7**)

Should a player not play defensively in a game that he/she is rostered, that player must start the next scheduled game. Failure to comply with the "Must Play Rule" will result in the Forfeiture of **BOTH** games in which the infractions occurred.

If a player who is present and in uniform for the game does not play for physical reasons or is being disciplined by the team, the situation must be reported to the Chief Umpire and the Opposing Head Coach prior to the start of the game.

## 7. Continuous Batting Order

A continuous Batting Order of all players present for the game will be in effect.

Each player will be required to bat in his/her respective spot in the Batting Order.

Defensive Substitutions will not affect the Batting Order as posted at the start of the game.

### 7a. Five (5) Run Rule

A maximum of Five (5) Runs will be allowed to score per inning during Innings One (1) through Five (5). Once the Five (5) runs have scored the umpire will declare the inning over.

There will be NO MAXIMUM runs scored in the Sixth (6) Inning up to the Last (10<sup>th</sup>) Batter,

## 8. Last (10) Batter Rule

There will be a limit of Ten (10) Batters in any inning.

When the Tenth (Last Batter) has hit the ball, play will continue until the ball has been advanced to the infield area and in possession of a player at which time play will stop.

Any Runner having rounded third base can score at their own risk. All other Runners are not eligible to score.

If the ball is hit into the infield area and does not go into the outfield, a fielder must make a play to a base or on a runner. Once an attempt is made to retire the batter or a runner – then play will stop.

A Runner (s) having rounded Third Base will be allowed to score at their own risk unless an out is made on the Last Batter or a Play on a Runner. In this case the aforementioned runner (s) will not be allowed to score.

## 9. Overthrow to Base/Plate

If a ball that is over-thrown to a base or home plate ends up in foul territory, the Runner (s) can advance at their own risk. A ball that is thrown outside the Field of Play – the runner can only advance to the Base which they were headed.

A ball over-thrown to any base and remaining in the fair territory will remain in play and play can only be stopped by making a play on a runner.

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## 10. Pitching Machines

The League will issue Pitching Machines to all Teams.

The use of these machines instead of a Coach Pitching will be optional and teams can elect to use the machine or have a Coach pitch to the batter.

The Home Team will supply the Pitching Machine for all games.

## 11. The Batter

Each Batter will receive Five (5) Pitches or Three (3) Swinging Strikes.

There will be no walks.

If, in the umpire's judgment, the Fifth (5) Pitch is not hittable and the batter does not swing at the pitch, a sixth (6) and final pitch will be allowed.

The batter can foul off an indefinite number of consecutive pitches.

After the sixth (6) pitch is made and there is no contact by the batter, the player will be declared out

Each player on the Roster must bat (**Continuous Batting Order**).

There is no stealing or advance on a passed ball or wild pitch.

The ball is dead once it passes the batter.

## 12. Special Pinch Runner

A courtesy pinch runner may be used when a runner is injured. Such courtesy runner shall be the last player who made an out in that inning.

## 13. Defensive Players

The Team Defense shall consist of Ten (10) Players:-

- Four (4) Outfielders who must play on the outfield grass – Two Players to the Left Side of Second Base and Two Players to the Right Side.
- Five (5) Players on the Infield – First Base, Second Base, Third Base, Short Stop and one player on the Pitchers Rubber who must wear a mask or helmet and must have one foot inside the Pitchers Circle when the ball is being thrown to the batter.
- One (1) Catcher This player must wear a mask, helmet and protective catchers gear at all times.

## 14. Bunting

No team may bunt more than One (1) Time per inning. No player may bunt more than One (1) Time per game. Any additional bunts beyond this rule will be considered outs.

No slash or butcher boy bunting is allowed.

## 15. Rosters

A Team will consist of Twelve (12) Players. Rosters may vary year to year depending on Registration but no more than Thirteen (13) Players will be allowed on a team.

## 16. The Regular Season

The Team with the most wins during the Regular Season will be declared The Pennant Winner.

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## 17. Play-Offs and Championship Series

The Play-Off Format will be as follows:-

- The Pennant winner will receive a bye into the Three (3) Game Championship Series.
- The Third Place Team will play the Second Place Team in a One Game Elimination. The Winner of this game will advance to play the Pennant Winner in the Championship series.
- The Time Limit Rule will not be in effect for the Play Offs.

## 18. Equipment

- Bats may not exceed 29 Inches and no more than Two & Five Eights Inches in Diameter.
- Bats must be USA Bat Standard Certified with a Drop factor of -12 or lower.
- Wooden or Aluminium Bats are not allowed.
- Composite Barrel Bats are not allowed.
- Masks, Helmets and Protective Gear must be worn by all Catchers.
- Players in the Pitchers Position must wear protective head gear.
- Batters must wear protective helmets while batting or on base.

## 19. Chain Link Fences

Any Batted or Thrown Ball which is lodged in a Chain Link Fence will be considered a Dead Ball.

A Batted Ball lodged in an Outfield Fence – Ground Rule Double.

A Ball thrown by a Defensive Player that is lodged in a Perimeter Fence will be declared Dead and the Runner (s) will automatically advance to the next base. A runner having rounded Third Base and the ball is lodged in the Back Stop Fence or Padding will be allowed to score.

## 20. Field Dimensions:

- Pitching Rubber to Home Plate 40 Feet
- Bases 60 Feet
- Outfield Fences (Minimum) 150 Feet

On fields that do not have fences, a ball batted and past the Boundary Cones will result in a Ground Rule Double.

A ball thrown by a fielder which ends up outside the Boundary Cones will result in the runner advancing ONE Base.

## 21. Game Eligibility

A Player arriving after the game has started, may be substituted in to the Line Up at any time provided that the THIRD Inning has NOT been completed and immediate notification is made to the Umpire and the Opposing Head Coach.

A Player arriving AFTER the Third Inning has been completed will not be eligible to play in that game.

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### **22. Forfeited Game**

Games may be started with a Minimum of Eight (8) Players and must be started on time according to the scheduled start time.

Should a team not have the required Eight (8) Players to start the game, the Umpire will allow a Grace Period of Ten (10) Minutes.

After the Grace Period has expired and the team has not fielded Eight (8) players, the Umpire will award the game to the opposing team und forfeiture.

### **23. Uniform Dress Code**

All Players and Coaches are required to wear the issued Team Uniform including Jerseys, Hats and Pants.

Coaches are allowed to wear short pants.

All Shirts of Players and Coaches must be tucked neatly inside the pants at all times during the game.

### **24. Player or Coach Ejection (LLA Rule -4:07)**

If the Umpire finds it necessary to eject a Manager, Coach, Player or Spectator, the person ejected shall leave the field immediately and take no further part in the game.

He or She must leave the Baseball Complex and may not sit in the stands or remain on premises.

Any person ejected from the game will also be suspended for the Team's next scheduled game and may not be in attendance at the game or game site.

**Any Rule or situation not covered in these Rules will be referred to the Current Pony Baseball Rule Book.**