

Land-O-Hills Baseball League
7 - 8 Coach Pitch Rules
2011 Season

4/29/11

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.

Awards: Each community will supply their own awards.

General Rules

1. Players must not turn 9 before August 1 of the current season.
2. Each team must submit a roster before June 1. Players may be added to the roster until June 15 by calling the League Commissioner.
3. The home team will keep the official scorebook for both teams. If the score is disputed, the coaches must resolve the dispute. Standings for this age group will **not** be published.
4. No protests allowed. Problems can be discussed at the coaches meeting at the end of the season.
5. Players can be called out or ejected for throwing equipment. This decision is up to the umpire, although the umpires should first give a warning unless the incident is intentional or flagrant.
6. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed.
7. All players present at the game must play at least two innings, with the following exceptions:
 - Coaches and umpires must be notified if a team member will not participate due to disciplinary actions.
 - Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
8. A team will consist of ten (10) rostered players with four (4) outfielders. In the case of an injury, a team will be allowed to continue with 9. A team will also be allowed to play with less than 10 players upon agreement between the two coaches
9. The home team coach will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue to be played when there is lightning in the area.

Field Preparation

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down. Exception: Rubber throw down bases are allowed.
3. Size of the diamond is 55 feet between all bases.
4. Place a ten (10) foot foul ball arc in front of home plate.

Game Rules

1. The Home Team will supply two new RIFF or other soft type baseballs for each game.
2. The Home team will provide the home plate umpire. The visiting team will provide one base umpire **unless agreed upon by both coaches to go with one umpire.**
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates must be rescheduled within 7 days and played within 14 days **unless agreed upon by both coaches** or by July 30 whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice to insure availability.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game, however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. Games shall consist of 7 innings. Four and one-half (4 ½) innings is considered a full game if the home team is ahead, five (5) if the visiting team is ahead. Score reverts back to the last completed inning for a game called in the middle of an inning.
7. An inning will consist of 5 runs or 3 outs; whichever comes first, except extra innings in which case 3 outs will constitute an inning.
8. No new inning may start after 8:05 pm. In case of a tie, the home team coach will determine if the game can be safely completed.
9. Play is stopped when an infielder in control of the ball while in the infield holds the ball up in the air and is acknowledged by an Umpire. Outfielders cannot call time out. The Base Runner gets the base they were going to if they were more than half way there. The Umpires decide when control is established and if the halfway point was reached. As soon as time out is called, the play is dead. The Home Plate Umpire can rule over the Base Umpire.
10. Two time outs per team per game, except for injury.

Pitching

1. The pitcher must be on the mound when the ball is hit **and must be in position to see the batter.**
2. In the event a batter elects to be pitched to (see Batting rules below), a coach will pitch. The pitch can be made overhand or underhand. The pitching coach may use his glove for self-defense only.

Base Running

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
 - Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
 - Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base.
3. No leading off. Runners can leave the base only after the ball is hit.
4. If first base is equipped with a safety base, the runner shall use the red (foul) side, the fielder will use the white side, to avoid collisions.
5. The umpire shall warn the catcher if he or she blocks home plate or makes a play for the runner if he or she does not have the ball or will not have the ball before the runner reaches the base.

Batting

1. No designated hitter.
2. All players present at the game must bat in common numerical order.
3. Batters must wear a batting helmet.
4. No bunting.
5. If the ball does not travel more than 10 feet from home plate, it is considered a foul ball.
6. The batter gets three swinging strikes, foul ball 3rd strikes are not out unless caught in the air by a defensive player or it is the 3rd foul ball.
7. If a player cannot hit a pitched ball, at the option of the player's coach, a Tee may be used. In this case, a batter gets 3 swinging strikes at the tee. Three strikes or three foul balls of any combination is an out.

Equipment

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, facemask, throat protector, shin guards, **cup** and chest protector.
3. A RIFF or other soft type baseball is required.