

2019 FSA Baseball Rules: 6/7U Instructional Coach Pitch

Divisions

Rev February 12, 2020

FSA Baseball is not currently affiliated with any organization (i.e. Little League Nations, etc.). However, Nations rules will serve as the primary set of rules for FSA Baseball except as modified herein. If no modification to the applicable rule is incorporated, the Nations rules will prevail.

ELIGIBILITY: 6/7U instructional coach pitch will only be open to 6 and 7 year old players. 5 year old and below must play Tball.

RUN LIMITS: There will be a run limit of 5 runs per half inning.

GAME TIMES: Games are 60 mins for 6 / 7U inst. coach pitch

PLAYING FIELD: Rubber to home distance – 40 feet. Base to base distance – 60 feet

PLAYING RULES:

1. Coach Pitch teams will roster bat. Teams must have a minimum of eight players to start and finish a game, but **does not** take an out for the ninth player. If the lineup drops below eight players, please continue to instruct and play on. Since records are not kept for an end of season tournament, the game will be played as scheduled.
2. Teams can begin a game with less than 9 players but one player must be a pitcher and one player must be a catcher. Players arriving after the start of the game may be placed on the roster in the last batting position.
3. If a player is unable to continue due to injury or illness, the team will not be penalized when it is the missing players turn to bat. His batting spot will be skipped over without penalty.
4. Each batter will be allowed Six (6) pitches. The batter can, and is encouraged, to swing at all 6 pitches. If a batter hits a foul ball on the sixth pitch, he will be allowed to continue batting until he does not make contact with the ball or puts the ball inplay.
5. There is no bunting or soft swings. Penalty: The batter is called back to the plate, the ball is dead, no runners may advance and the pitch shall be considered a foul ball.
6. There will be no: 1) Base on Balls 2) Base Awards for Hit By Pitcher 3) Infield Fly Rule 4) Base Stealing 5) Bunting (players must take a full swing).
7. Runners may not leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early will be declared out and the pitch will be called a no pitch.
8. Courtesy runners are allowed for the catcher only. The courtesy runner must be the player that recorded the last out for his team. Runner that comes off the field must play catcher the next inning.

9. A fair batted ball hitting a coach pitcher will be declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If in the umpire's judgment a coach pitcher intentionally makes contact with a batted ball, the batter will be out and no runner can advance.
10. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur:
 - a. The lead runner stops attempting to advance.
 - b. The ball is in the possession of a fielder in the infield.
 - c. No defensive play is imminent.
11. Runners may not advance beyond first base on balls kept on the infield. If a ball is hit to the outfield, the runner can advance no further than second base.

**Runners will return to the base which they are legally entitled.
"Time" does not have to be called by the defense for the purpose of this rule, nor will it be applied because a player calls "time".
12. For instructional coach pitch, runners can not advance to 2nd base on an overthrow to first. Coaches need to teach kids to run through first base rather than turn to second on an infield grounder.
13. The coach pitcher will be allowed to pitch from in front of the rubber. The intention is to help the kids see the pitch. The area from the rubber to 30' from the plate is allowed to be the location of the coach pitcher.
14. The coach pitcher is prohibited from coaching while in the pitching position either physically or verbally.
15. The coach pitcher must leave the infield after the ball is put in play by the batter. The coach pitcher should make every effort to leave the field away from the play. The coach pitcher is responsible for removing the bat from the field of play and keeping the on-deck batter from entering too soon.
16. Ten defensive players will be allowed on the field, with the tenth being a fourth outfielder. No more than 6 infielders will be allowed.
17. Coaches are allowed to be positioned along the foul lines in the outfield to assist the defense.
18. The defensive pitcher should be positioned within 10' on either side no nearer to home than the rubber. The pitcher can leave this area after the bat strikes the ball.
19. The player in the pitcher's position MUST wear a batters helmet while on defense.
20. The catcher shall be located in the catcher's box, no more than four (4) feet behind home plate. The catcher must wear all protective catchers gear INCLUDING A CUP. The catcher is allowed to catch with a fielder's glove.

21. No manager or coach shall be allowed to walk behind the infield area (home plate) to coach or position infielders, outfielders or runners. Their job is to retrieve the ball missed by the catcher to help speed up the game.
22. If a game is called due to weather or other hazardous conditions; the game will be considered complete if 3 innings have been completed or the home team was ahead after 2 ½ innings.
23. A game stopped prior to the completion of the 1st inning will be completely rescheduled as if it had never been played. A game stopped prior to the game being called complete (after the 1st inning) will be rescheduled and will resume play from where it was stopped. Score keepers and coaches will need to make note of batter and runners.
24. Substitute players – No player is allowed to sit out twice before all players sit out once.