

Coach Pitch Rules (7/8 Boys)

Olive Branch Parks and Recreation baseball program will be governed by the rules of Dizzy Dean Baseball with the following rules:

OBJECTIVE: This league is to teach the basics of baseball. This is a learning league however scores and standings will be kept.

1. The game will be six (6) innings or a 1 hour and 10 minute time limit. No new inning will begin with 5 minutes or less remaining in the time limit. The game will be called if a team is numerically eliminated by the run rule.
2. The run rule is seven (7) per inning, and once a team can not catch up the game will be called.
3. If the score is tied at the end of regulation we will play one (1) extra inning. If still tied at the end of the extra inning the game will be recorded as a tie.
4. You can not start a game with less than 8 players. Teams will not have to take an out for missing players. In case of an injury or sickness the game will continue as long as each team has 8 players. No team will be able to continue to play with less than 8 players. The first game of the night will have a five minute grace period.
5. No team can play with a player that was not placed on their roster by Olive Branch Parks and Recreation.
6. Each team will bat the number of players on their roster.
7. There will be open substitutions, all players must bat at least once and play two innings in the field.
8. Batting order/line-ups must be presented to the umpire and scorekeepers prior to each game. This should include player's full name, jersey number and position.
9. Batting helmets must be worn at all times with chin straps.
10. The coach pitches to their own team. The coach may pitch anywhere from behind the 20 foot foul arc to the pitching circle, and must keep one foot or knee on the pitching line, or have it straddled.
11. The defensive team must be set, with the pitcher having at least one foot inside the circle before the ball is pitched to the batter.

- 12. Each batter will receive five (5) pitches. Three (3) swinging strikes is an out. If the fifth (5th) pitch or 3rd strike is fouled and not caught, he may continue to bat. If the fifth (5th) pitch or 3rd strike is fouled and caught, it is an out. If the fifth (5th) pitch or 3rd strike is bunted foul, the batter is out. If a batter does not swing at any of the five (5) pitches the batter will be called out. There will be no walks.**
- 13. The offensive coach (pitcher) must attempt to leave the field, and try to pick up the batter's bat. If the coach does not attempt to get off the field and interferes with the defensive player to keep him from making a play the batter will be out, and no runners may advance.**
- 14. If the coach is hit by the ball it is a dead ball and a no pitch. If in the umpire's judgment the coach intentionally gets hit by the ball the play is dead and the batter is out.**
- 15. After one warning per game per player for slinging his bat, the batter will be out, dead ball called, no runners advance.**
- 16. There will be a twenty (20) foot chalked arc from the first baseline to the third baseline in front of home plate. The ball must be on or past this line to be a fair ball.**
- 17. An executed bunt is allowed only once per team per half inning. An executed bunt is defined as a bunt that crosses the foul arc and the batter (or other runner) is either thrown out, reaches base, or flies out. Violation for subsequent bunts: Delay dead ball, defense gets choice of play or negate the last pitch thrown.**
- 18. Three coaches are allowed on the field 1st base, 3rd base and the pitcher.**
- 19. There will be no leading off and no stealing. Any base runner leaving the base before the ball reaches home plate is out (umpires decision). The ball is dead and all other runners return to the base occupied prior to the pitch, and the pitch will not count.**
- 20. Ten (10) players play on defense (four (4) outfielders). The player listed as pitcher will stay in the ten (10) foot circle until the ball is hit. The player may have one foot outside of the circle.**
- 21. There will be a 30 foot safety line drawn from home to first and home to third. Infielders must stay behind this line until the ball is hit.**
- 22. No rolling the ball intentionally will be allowed. No outs will be allowed by rolling the ball. Runners will automatically be safe if the defensive team rolls the ball (umpires decision).**

- 23. Play shall not be stopped by the defensive team heading off or stopping the front runner. Any other runner may continue at his own risk. Any play made on a runner other than the front runner will release the front runner. Other runners may continue.**
- 24. If a runner misses a base it will be an appeal play to the umpire, and must be appealed before the next pitch is thrown. If manager is correct the base runner is out.**
- 25. There will be no infield fly rule.**
- 26. No coach is allowed on the field while their team is on defense. All coaches must remain in the dugout.**
- 27. No protest will be heard involving the umpire's judgment.**
- 28. All visible jewelry should be considered dangerous and must be removed before a player is eligible to play. This includes stud earrings. A medic alert bracelet may be worn, but must be taped securely to the body.**
- 29. Head Coach is responsible for the conduct of assistant coaches, players, parents and fans. One warning will be given to the head coach then ejection takes place, the ejected person will have one minute to go to the parking lot. Failure to do so will result in a forfeit of the game by the offending team. Standing by the outfield fences will be considered part of the playing field. No second warnings. Any coach or player ejected from a game will have to sit out their team's next game. NO EXCEPTIONS.**