

2011 WASHINGTON COUNTY

BOYS' COACH PITCH BASEBALL RULES

“Official Baseball Rules” have been adopted as official with the exception of these variations listed below..

1. When issues arise in the league that require a vote, each team is allowed only one vote.
2. Age: 7, 8, 9 years old. Must be 9 years old or less on August 1, 2011. All players must have an address of the town that they play for. Should their school district and address be different they may play for the team in their school district provided there is no team at their address. Any exception to this rule shall be presented at the Annual League meeting and approved by vote of League members.(Example would be a player being allowed to play for the town where he attends school, even if the school is outside his district.) Coaches are strongly encouraged to allow this.(This rule will be in effect for the 2011 season.)
3. All teams will have as equal number of each grade as is possible.
4. Taunting or gesturing by a fielder to deliberately distract the batter is un-sportsmanlike. Taunting is at the umpire's discretion. Umpires and coaches are responsible for conducting games in a wholesome and encouraging manner.
5. Game time will be at 6:30 p.m. or as agreed to by both coaches. Please include Pee Wee coaches in this decision. Manager of teams will arrange for make-up games or rescheduling of games as soon as possible. Games will be 7 innings. Four innings will be considered a complete game in case of rain or any other act of God. A game not completed due to rain will be resumed at the point it was halted. When a game is mathematically impossible the game is over at 8 p.m. No inning will be started after 8 p.m. Games cannot end in a tie.
6. No R.I.F. rubber or vinyl ball will be used in games.
7. Any player may re-enter the game only once. Substitutes must be put in the same batting order as the player they are replacing. When a player re-enters, he must go back into the same batting order that he previously occupied. In case of injury or illness this rule does not apply, and substitutes may be made.
8. Home teams will furnish a home plate umpire and one base umpire. If possible, the visiting team should also furnish one base umpire.
9. If impossible to field nine players a manager must field eight players or forfeit. A short-handed team may use a T-ball player and not a member of another Coach Pitch team. If you field a team of eight players, an automatic out must be taken. The position you take the out in is at the coach's discretion, but it must be decided prior to the start of the game and both teams shall be notified of the position considered to be an automatic out.

10. Pitching rubber is to be 46 feet from home plate with an eight-foot radius circle around pitchers mound, with a line extending across the rubber to the circle. The pitcher must have one foot on or behind the line or rubber within the circle until ball is hit. Any player with control of the ball inside of the circle stops play, unless the pitcher is fielding a hit ball. If the ball is ruled dead in the pitchers circle, a runner may not advance unless runner is past the lines marked between bases or between third base and home plate.
11. A mark 30' out from home plate will be chalked. This will represent the minimum pitching distance. Coaches will pitch to their respective teams from a minimum of 30' to a maximum of 50'.
12. Coaches who pitch will not interfere in any way with the play of a defensive player or the batter will be called out and all runners will return to the last base occupied prior to the pitch. The coach should make an effort to exit the field and avoid the play.
13. Bases will be 60'. A mark will also be chalked at 35' between first base and home plate and between home plate and third base. A mark will also be chalked at 30' between first and second and second and third bases.
14. A maximum of nine players may be on the field at a time and may be placed in any desired position, but no closer than 35' from the plate. Fielders may charge across the 35' line after the ball has been hit.
15. No team may score more than six runs an inning.
16. The game is over when a team cannot mathematically catch up.
17. All players must bat and play the field, at least once each.
18. A batter will not draw a walk. He will be given five pitches to hit a ball somewhere into fair territory. If the ball has still not been put into play, the batter is out. Three swinging strikes is an out.
19. If a hit ball contacts the 'coach-pitcher' it is a dead ball, no pitch. It does not count as one of the five pitches to the batter.
20. No Infield Fly Rule.
21. Batters helmets must be used when batting and when running the bases. Helmets must be the kind that protects the ears and temples. Cap helmets are not allowed. It is recommended that all batters wear protective mouthpieces.
22. Runners cannot be off the base until the ball is hit. Runners may not steal bases. If the runner is off the base when the ball is hit the runner will be called out.

23. No more than three players shall huddle on the playing field at one time.
24. Caps are to be worn at all times while playing the game.
25. No steel cleats will be allowed.
26. No bunting will be allowed.
27. A complete roster including player names, birth dates, and ages will be turned into the tournament officials prior to a teams first game of the season. Failure to do so will result in forfeiture of all remaining games.
28. Bat throwing will be umpires discretion.
29. Tournament rotation will follow the schedule below. If the current team on the list wishes to pass their turn, the next team on the list would have the tournament. This procedure would be repeated until a host for the tournament was found. Once you pass, you must wait until your turn comes around again.
30. The home team shall keep the official scorebook. It is the visiting team's responsibility to compare scorebooks between innings in order to avoid a discrepancy.
31. Two umpires, high school age or older, are required and will be furnished by the home team. May use only one if necessary.
32. Runners may advance one base, at their own risk, on an overthrow into foul territory .If no play is made on the Runner(s) the play is dead upon him reaching the next base. If a play is made on the Runner(s) the ball is considered in play and live and all previous rules regarding play are in effect. Runners will not be limited on the number of bases they can advance on overthrows that remain in fair territory.

Tournament rotation: Linn 2011; Waterville--2012; Washington 2013, Hanover 2014.

It is Home teams responsibility to report Scores and (W-L records when possible) to the League recorder. 2011 League recorder is: Pat Linenberger, 206 West First Street, Washington, Ks 66968, patlinenberger@yahoo.com