



8U COACH PITCH LEVEL 2 RULES

The purpose of the NYS 7 - 8 year old Coach Pitch Level 2 Division is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best. Standings and scores are not recorded.

A. Code of Conduct: Coaches are responsible for their team's players, parents, and spectator conduct at all times. Players, parents, or spectators who are unruly will be warned by the coach and may be asked to leave the game area if necessary. Repeated offenses may result in player suspension.

B. Rosters: Each team will have a minimum of 9 players and a maximum of 14 players.

C. Equipment and Safety:

1. Players may not wear any jewelry, rings, watches, pins, or other metallic objects for safety.
2. Player Equipment: Approved Little League bats with barrels 2 ¼ inch & approved USSSA bats with barrels 2 5/8 inch may be used. No wood bats are permitted.
3. No steel cleats allowed.
4. Dugout: All players not batting or as a fielder must stay in the dugout or behind the fenced field.
5. No on deck batters allowed.
6. No swinging or bat play in the dugout.

D. Game Day and Field Preparation:

1. The Field: Bases will be sixty (60) feet apart. The Pitching distance will be approximately thirty (30) feet.
2. Games will have a time limit of one hour and thirty minutes or 6 innings, whichever comes first. No new inning will be started after one hour and twenty minutes. No extra innings will be allowed in cases where the score is tied after the allotted time limit.
3. ALL players shall bat in a continuous batting order. The batting order may not change after the game starts, except for players arriving late who must be added to the end of the batting order. No out will be recorded when a player is removed from the continuous batting order, when such removal is due to injury, illness, or any other legitimate reason. The managers will inform each other prior to the game of such reasons.
4. The home team will occupy the third base side of the field. The visiting team will occupy the first base side of the field.
5. Standings are not kept for this division. The score of the game will be kept with the five run rule in mind.
6. NYS will provide one umpire for each game.
7. Managers and Coaches: First and Third base coaches can be utilized by the offensive team, but must be adults. In addition, an adult coach must remain in the bench area at all times when players are present. A coach/parent may also assist the catcher behind the plate to keep the flow of the game moving.
8. Catchers must wear full catching gear including:
 - Helmet with throat guard
 - Chest protector
 - Leg Guards.
9. Level 10 Sof-Tee ball will be used for this division.
10. Batters/Runners must wear a protective helmet that meets NYS standards.

E. Defensive Rules of Play (Fielding):

1. Ten players are allowed to play on defense. Teams may play with four (4) outfielders.
2. Fielders may not block the base paths without possession of the ball.
3. The infield fly rule will not be in effect for this division.
4. As soon as an infielder has possession of the ball in the infield and elects not to make any further play, the umpire shall call "time;" the ball is then "dead," and no further "action" is to be permitted. All runners, including the batter/runner, shall return to the last base earned in the judgment of the umpire that was legally touched when "time" was called, unless the runner (and any preceding runner that is therefore forced to be advanced) has advanced at least half-way to the next base, in which case the runner shall be granted that base.
5. An infielder shall have "possession of the ball" as soon as he/she has control of the ball, either in his/her hand or glove.
6. The catcher must be in a traditional catcher's position in the catcher's box. The Adult Pitcher shall pitch to the Player Catcher and the must be primarily responsible for making all plays at the plate and returning the ball to the Player Pitcher.
7. The catcher must wear full protective gear including a catcher's mask, chest protector, and leg guards.

F. Pitching

1. Each team will have a coach pitch to its own players. Pitches must be thrown overhand from the mound area in the standing position.
2. The Player Pitcher shall have preference over the Adult Pitcher for each batter as to playing on the left or right side of the pitchers rubber. The Player Pitcher shall receive all throws back from the catcher and fielders and will hand the ball back to the Adult Pitcher.
3. If the umpire concludes that Adult Pitcher interference occurs, the out that was impeded will be recorded and all other base runners will return to their original base.
4. The Adult Pitcher shall throw the number of pitches as described below in the batter section.
5. The Adult Pitcher can only call one time out per half inning to address the batter at the plate and help him get set. The base coaches should be primarily responsible for helping the batters.
6. Any ball striking the Adult Pitcher shall be considered dead, and count as one pitch and a foul ball against the batter.

G. Batting and Base Running

1. Each batter will be entitled to five (5) pitches or three (3) strikes. If the third (3rd) strike is a swing and not a foul ball, the batter is out. The batter is also out after the fifth pitch, unless a foul ball is hit, no matter if it is a called a ball or strike by the umpire. If the 5th pitch is a foul ball, the batter will get one more pitch to put the ball in play. If the 6th pitch is a foul ball, the batter will be out.
2. Outs will be recorded when they occur. Innings will either end with 3 outs or when the five (5) run rule as defined below comes into effect.
3. No stealing or leading off before a ball is hit is allowed. If a runner does leave early, the runner will be warned and sent back to his original base. If it happens a second time, the runner will be declared out. Furthermore, a base runner may not advance on a wild pitch or passed ball.
4. On a defensive overthrow, one base will be awarded to all runners if the ball is considered "dead" by the umpire.
5. All batters at the plate, on the bases, and in the on deck circle are required to wear a protective batting helmet.
6. There are no bunts in this division. Any batted ball that does not cross the arc of home plate as designated by the umpire will be considered a foul ball.
7. Sliding is allowed. It is the base runner's responsibility to avoid contact with the fielder with the ball. Runners must slide when there is a play at a base, excluding first base. Intentionally running into a fielder, including the catcher, which has possession of the ball, will result in an ejection from the game.

8. A courtesy runner is allowed for the catcher in order to help with the flow of the game. The courtesy runner should be the last batted out.

H. Scoring and Innings

1. Teams may only bat through their lineup once per inning, except to equal the opposing team's total batting lineup. For example, if team "A" has 12 players and team "B" has 10 players, then team "B" may bat 12 players in a row as long as they do not increase their lead by more than 5 runs or get 3 outs. See the five run rule clarification at the end of these rules.

2. In the first (1st) inning, the team may go through their batting order one time, scoring as many runs as possible.

3. After the first (1st) inning, once the batting team scores 5-runs, the inning will end with the next batter starting the next inning. The 5-runs may be exceeded ONLY on a live ball that has not been stopped by the fielding team on the infield (per Rule D. Defensive Rules of Play (Fielding) #4). Once the fielder is in possession of the ball in the infield and elects not to make any further play the umpire shall call "time" the ball is "dead" however any run that safely touches home plate shall count, and the batting team will switch. In Example; if the batting team has scored 4-runs and has bases loaded or the number of runners on base if scored will exceed 5 runs; if the batter hits the ball the batting team has potential to score 4 extra runs unless the fielding team has possession of the ball in the infield. All runners who cross home plate prior to the infielder possessing the ball will count.

- o Bat through your entire lineup once. Remember a team may equal the same number of batters as the opposing team
- o Three outs.