



Coach Pitch (7-8yrs) Rules and Regulations

Recreational Baseball league provides team concepts and fundamentals in an atmosphere where you can be with friends and meet new ones. This league is designed for new players to the sport, and will address the techniques of fielding, hitting, pitching, speed, agility, quickness and hand and eye coordination. The city reserves the right to change, add, or remove any rules or regulations whenever due cause warrants a change. In the event of a rule change, all coaches will be notified. For questions or additional information on the Baseball program please contact us at sports@goodyearaz.gov.

Program Administration: The only individuals allowed on the field for practice and/or games are the registered players on the roster. Individuals who are not registered for the program should never be practicing with the teams. 2018 Little League Baseball Rules will be used in conjunction with the following City of Goodyear Recreation league rules.

Rule 1: The Game

1. Game Time
 - a. A regulation game will consist of 5 innings or 1 hour and 10 minutes, whichever comes first, drop-dead game time is 1 hour and 25 minutes.
 - b. Games can end in a tie.
 - c. Half innings will be 3 outs or 5 runs, whichever comes first.
2. Field Supervisor
 - a. The Field Supervisor is in charge of all fields and is the official timekeeper.
 - b. The Field Supervisor may override or amend the umpires ruling, if it is determined, a call was made in error or contrary to the league rules.
3. Scorekeeper
 - a. The home team is the official scorekeeper and should be a parent volunteer.
 - b. Home team is listed second on the schedule and will take the 1st base dugout.
4. Coaches
 - a. Sidelines coaches are limited to 4 coaches per team; pitcher, 1st base coach, 3rd base coach and dugout.
 - b. All official coaches must be in uniform and have completed all required paperwork to coach.
5. Players
 - a. Are only rostered players may practice or participate in games.
 - b. A team must have 8 players to begin a game.
6. Umpire
 - a. The umpire is in charge of the game.
 - b. The umpire will announce to both coaches when the last inning is beginnings If a coach is in disagreement with a call, he/she should approach the umpire once the play is dead and time has been called. If the coach is unsatisfied with the umpire's call may then appeal to the field supervisor. The field supervisors' decision is final.

Rule 2: The Field of Play (Exhibit A)

1. Bases will be set at 60'.
2. Coach must pitch from behind the net.
3. The city will provide the game balls and award one to both teams at the end of the game. The "game ball" will become apart of the team's inventory of equipment.
4. Coaches must stay inside the coach's box at 1st and 3rd baseline.
5. All players must stay behind the fencing and/or within the dug out when they are not batting, base running, or playing the field defensively. Due to safety concerns, there is no "on deck circle" or standing in the field entryway.
 - a. Players may never swing bats or throw/toss objects within the dugout.
 - b. Dugout gates must remain closed during games.
 - c. Only players and "Official Coaches" that are assigned by the league are permitted in dugouts.

Rule 3: Uniforms

1. Official uniforms must be worn by all players and coaches, uniforms must be tucked in during game play, (distributed by City of Goodyear).
2. All players must have close-toed shoes, and no metal cleats.
3. Players with a hard cast cannot participate in practices or games.
4. The umpires will conduct uniform and equipment inspections pre-game.

Rule 4: Equipment

1. Players should bring their own glove. (If a player does not have a glove, they may check one out from the field supervisor and return at the end of the game).
2. All bats must meet the requirements of the USA Baseball Bat Standard and have a USA Bat stamp.
 - a. All players must have their bats approved by the umpire prior to the start of the game.
3. The City of Goodyear will provide the following equipment for check out by the head coach:
 - (1) Equipment Bag
 - (1) Bag Ball with 10 Baseballs
 - (2) Bats (USA Bat stamp approved)
 - (5) Batting Helmets
 - (1) Catcher's Helmet & Mask with throat guard
 - (1) Catchers Chest Protector
 - (1) Pair of Catcher's Leg/Shin guards
 - (1) Catchers Glove
 - (1) First Aid Kit
4. If any equipment is broken or unsafe, please contact sports@goodyearaz.gov as soon as possible to have it replaced.
5. All equipment must be returned to the field supervisor on the last day of the season for coach to receive the coaching credit.



Rule 5: Sportsmanship

1. Sportsmanship is our highest priority. All players, coaches, parents and spectators are responsible for following the code of conduct.
2. The Field Supervisor and/or Umpire have the right to address and remove any party deemed to have offensive behavior toward another individual.
 - a. Taunting is not permitted. Any player taunting another player, coach or umpire will be called out at the discretion of the umpire. Taunting is defined as; unsportsmanlike behavior by a player using foul language, hand gestures, negative exchanges verbal or physical, intimidating opponents, challenge, insult or reproach in a condescending or sardonic manner.
 - b. Throwing the bat is not permitted.
 - i. First offense - a warning by the umpire to both player and coach.
 - ii. Second offense - batter is out.
 - iii. Third offense - batter is ejected.

Rule 6: Pitching

1. As the pitcher, the coach pitches to his/her own players. The coach shall not assist in any manner as a defensive player. He/she shall verbally instruct players at bat on batting techniques and stance, but may not tell the batter when to swing.
 - a. The pitch should be overhand with no arch at a speed that is hittable for the players. Coach must stand behind the safety net after pitch.
 - b. The coach is considered a part of the field, as is the umpire. If a batted ball hits either, no interference shall be called.
2. The strike zone is the space over home plate, which is between the batter's armpits and the top of the knees when the batter assumes a natural stance.

Rule 7: Batting

1. Everyone bats regardless of whether or not they play the field defensively. All players present at the start of the game shall be placed in the batting line-up.
 - a. The line-up must be filled out and submitted to the home team scorekeeper no less than ten minutes prior to the game.
 - b. Any player arriving late to the game must be added to the bottom of the line-up.

2. If a player leaves a game due to injury and does not return, all subsequent batters will move up in the line-up and there is no penalty.
3. If a player is ejected, that position in the line-up is an automatic out each time it appears throughout the game.
4. A batter will be called out if he steps with one or both feet outside of the batter's box, or touches home plate at the same time he makes contact with the ball. The umpire calls "dead ball", the batter is out, and base runners cannot advance.
5. All batters will receive six pitches, within those six pitches the batter can hit the ball, or be called out after the sixth pitch.
 - a. There are no strikeouts or walks prior to the sixth pitch.
 - b. A foul tip on the last pitch only will receive one additional pitch.
6. Batting out of turn – improper batting order will be considered an appeal play (see appeals Rule 9 #10). When an appeal is awarded for the batter out of turn, the improper batter is out, and all advances or runs scored are nullified. The appropriate batter will be up to bat.

Rule 8: Base Running

1. Base stealing, leading off and sliding are not permitted. A player attempting any one of these will be called out.
2. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (Note: Obstruction shall be called on a defensive player who blocks off a base, baseline, or home plate from a base runner while not in possession of the ball.)
3. Interference does not have to be intentional for it to be called.
 - a. Offensive interference is an act by a member of the team at bat, which interferes with, obstructs, impedes, hinders or confuses and fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was (in judgement of the umpire) legally touched at the time of the interference, unless otherwise provided by these rules.
 - b. Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch.
 - i. If the ball wasn't batted, awards a walk to the batter,
 - ii. If the ball was batted and the batter achieved the base safely, then there is no call,
 - iii. If the batter does not achieve the base safely, the umpire awards first base to the batter and other base runners are advanced one base.

Rule 9: Defense

1. 9 players defensively (see Exhibit A).
 - a. 6 in the infield
 - b. 4 outfield
 - c. All outfielders must be in the grass until the ball is has been hit.
2. All players will play a minimum of two innings defensively.
3. Free substitution on defense is permitted between innings.
4. When a fielder tags a base runner for an out, he must touch the runner with the hand/glove holding the ball.
5. Infield Fly Rule does not apply in this league.
6. The umpire will call "time" when the ball is in the infield.
 - a. Runners must stop at the last achieved base. The infielder holding the ball needs to have control of the ball before the umpire calls time.
7. Overthrows - On an overthrow which stays within the field of play, the base runner advances at their own risk. Defensive players are allowed to make the play on the base runner. On an overthrow that goes out of the field of play, the umpire will immediately signal "dead ball" and award base runners 2 bases from the point of the throw.
8. Caught foul ball - When a defensive player catches a fly foul ball, the umpire calls the batter out and base runners may advance at their own risk after tagging up.
9. If a base runner is hit by a fair-batted ball:
 - a. Prior to anyone touching it: the runner will be called out.
 - b. Prior to anyone touching it while standing on a base: the runner will not be called out
 - c. After the ball has passed an infielder, excluding the pitcher, the runner is not out.
10. Appeals – an appeal is a claim of a violation of the rules by the offensive team.
 - a. Appeals must be made immediately after the infraction and before the next pitched ball. Examples include: a base runner misses a base, a base runner leaves a base on a caught fly without tagging up first, or a player is batting out of turn.

- b. The pitcher receives the ball, takes a step backward from the pitching mound, raises the ball in one hand and calls to the umpire, "appeal".
 - i. The player then states the infraction (such as, "runner missed third base"), and waits for the umpire's decision.
- c. Judgement calls cannot be appealed.