

Covington Community Sports  
7/8 Division Coach Pitch

**Description:**

7/8 Division Coach Pitch is for boys and girls ages 7 and 8. This league focuses on skill refinement and the rules of the game.

**Field Dimensions:**

The distance from the back point of home plate to the front edge of the pitcher's slab shall be 38 feet. The distance between all bases shall be 50 feet. Home plate to the center of 2nd base is 70 feet, 8 ½ inches. The home team is responsible for setting up the field. The pitching machine is 46 feet from the home plate.

**Players:**

Each team will field 10 players. At no time will a team field more than 6 infielders. The outfielders should be stationed not less than 15 feet behind the baseline when the pitching motion is made. Teams may start with as few as 6 players.

**Playing time:**

All players in attendance will play in every game. Equal playing time is expected. Players are to rotate between infield and outfield positions throughout the season.

**Player Equipment:**

All players are expected to wear their team t-shirt and hats (Provided by Covington Community Sports) while participating. Shirts must be tucked in. Each player must provide their own helmet and glove. For safety, it is suggested that all players wear baseball or athletic pants while participating. A batting glove, protective cup, cleated shoes (plastic cleats only), and a water bottle are also recommended for each participant

Jewelry and metal-cleated shoes are not allowed.

Each batter and base runner is required to wear a batting helmet. The catcher is required to wear the catcher's mask, leg guards and chest protector while participating.

**Umpires:**

An umpire or appointed parent volunteer shall umpire each game. He/she is responsible for control of the game and his/her decisions are final. During inclement weather, the umpire's judgment will be used for determining the continuation of the game (i.e. rain, snow, electrical storms, etc.)

**Length of the Game:**

Six innings in duration and not more than 1 1/2 hours in length regardless of innings played. No inning shall begin after 1 hour and 15 minutes. Innings started before 1 hour 15 minutes shall be completed. Games called for any reason shall be considered completed games if 3 innings have been played.

**Start of Play:**

Infield practice is not allowed due to time constraints. Teams are not allowed to take infield practice before the game. The home team shall occupy the third base side of the field and the visiting team shall occupy the first base side of the field. The visiting team, the first team as indicated on the schedule, shall bat first. The only

adults allowed on the field are the pitcher, and 2 baseline coaches. (Each team may use 1 field coach, if necessary.)

### **Innings:**

10 batters or 3 outs constitute a half inning, whichever occurs first.

### **Scoring:**

No scores will be recorded for this age group.

### **Pitching:**

Coach Pitching will be conducted during practices, during games the coaches (or parent volunteer) will use the pitching machine. Each coach will use the pitching machine to “pitch” to their own team. Batters will receive 6 pitches then be allowed to hit off the Tee for one last attempt. A batter will not be called out on strikes during the first 6 pitches, however, a “swing and miss” off the Tee will mean the batter is out. A batter may not walk.

The coach (or parent volunteer) does not field any balls and must make an effort to stay out of the way. The pitching machine will be encircled with a chalk line. Players are not to enter the chalk circle at any time. If the ball hits the coach (or parent volunteer) or the pitching machine it is considered a dead ball and the batter takes first base.

At the half season mark, a coach may choose to let a player pitch to their own teammates. This is optional for both the pitcher and the batter. The pitcher may only pitch one inner per game and 3 balls per batter. If the batter has not hit after the first 3 balls, then the pitching machine will be used for the remaining 3 balls and then the Tee as described above. This option is designed to give players the opportunity to “try” pitching, but should not be at the expense of player still working on his/her batting.

### **Throwing the Bat:**

A player will not throw the bat. Coaches must remind the players before each game of the bat-throwing rule. If a batter throws a bat, the batter will be called out and no runners will advance. Throwing the bat is a judgment call made by the umpire.

### **Batting:**

All players on the team roster will be in the batting line-up and bat in their turn even if they do not play defense that inning. Bunting is not allowed. Penalty: a swing will be counted and the ball is dead, the batter or runners do not advance. If a pitched ball hits the batter he/she is not entitled to advance to first base, the ball is dead and does not count as a pitched ball.

### **Outs:**

The standard rules of baseball apply for plays in the field.

### **Runners:**

Runners may advance one base on an overthrow by an infielder to first or third base. Runners may not advance after a ball from the outfield is thrown to inside the infield and possessed by an infielder. When the lead runner’s advance is stopped on a base, then “time” shall be called. The ball is dead and will be returned to the mound.

**Stealing:**

There will be no leading off or stealing bases. Penalty: the team shall receive one warning per game, and the second time the player will be declared out.

**Sliding:**

There will be no sliding. Defensive players may not block the base or base path, but should stand on either side when “tagging” the runner.

**Infield Fly Rule:**

The infield fly rule does not apply.