

## 2014 Granville 8U Coach Pitch Rules

1. All games will be 6 complete innings.
2. Teams must bat entire roster.
3. No leading off of base
4. An inning is over with 3 outs, entire roster bats, 5 runs in an inning (whichever comes first).
5. Play is considered dead when the lead runner is controlled.
  - a. A lead runner is controlled when the ball is in possession of a defensive player inside the infield while looking at the runner with the ball in throwing hand held up.
  - b. On an overthrow (distant from intended location) a runner may advance at their own risk.
  - c. Assuming the defensive team makes **no** attempt to retire a runner that has risked advance on an overthrow, the runner is permitted to advance one base and must stop.
  - d. If however the defensive team attempts to retire the runner that risked advancement on an overthrow and in the process commit another error, the runner(s) may continue to advance.
6. Each player must play 6 defensive outs. Defense may substitute freely at any time.
7. It is recommended that the player at the Pitching position wear a batting helmet with a facemask.
8. 4 outfielders will be used. Outfielders must be 10 feet outside the infield and into the grass.
9. A pitched ball that gets by the catcher will be considered a dead ball and runners cannot advance.
10. Bunting is allowed. No infielder will be allowed to charge a bunt past the hash marks until the ball has left the coach pitcher's hand.
11. Slug bunts are prohibited. With the 1<sup>st</sup> slug bunt the player is automatically out and the runners may not advance. After the 2<sup>nd</sup> slug bunt by the same player the player will be removed from the game.
12. Each player will get 5 pitches, or 3 strikes by swinging, per at bat. A foul ball on 3<sup>rd</sup> strike, or 5<sup>th</sup> pitch, will be allowed to receive an extra pitch. Only exception to this rule is if the catcher catches the foul ball, or foul tip, on the 5<sup>th</sup> pitch or 3<sup>rd</sup> strike
13. All catchers must wear a protective athletic cup.
14. If the ball hits the coach pitcher, at any time, the ball is declared dead and all runners advance one base.
15. In the event of serious injury, play will be stopped and all runners can advance one base.
16. The player positioned as pitcher must remain behind the pitching rubber until the ball leaves the hand of the coach pitcher.
17. Runs will be recorded and coaches will be umpires.
18. A player must avoid contact or slide feet first on a close play at 2<sup>nd</sup>, 3<sup>rd</sup>, and home plate. NO HEAD FIRST SLIDES allowed. Players may go back to a base using a head first dive, i.e. if a player is on 1<sup>st</sup> base and an attempted pick-off play happens, the player may dive back to their established base head first.
19. The infield rule does not apply
20. If a coach wants to discipline a player by having him/her sit out a game, the other coaches must be notified before the start of the game. Please communicate disciplinary action to player's parents and Commissioner
21. All other Little League rules apply