

# TENNESSEE YOUTH BASEBALL ASSOCIATION

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## 7 & 8 Year Old Coach – Pitch Rules

T.Y.B.A. COACH-PITCH

CONDENSED RULES\*Note\* A complete Rule Book will be furnished to each sanctioned team. For clarification of these rules, refer to the official TYBA Rule Book.

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### 2012 \* RULE CHANGES

**\* NEW RULE\*:** A 10ft. Pitching Distance from back of Home to a Line Drawn. Coach CANNOT pitch any closer to batter than 10ft. Overhanded or Underhanded CAN be pitched to batter.

Penalty: If Coach-Pitcher pitches pass the 10ft. line there will be a no-pitch & a pitch will be charged to batter.

**\*\* Special Note \*\*** A Coach-Pitcher CAN pitch closer to a “Special Needs” child/batter. Refer to American Disability Act.

### **\* JANUARY 26, 2011 \* RULE CHANGE**

Voted by League Presidents

Continuous Batting Order will apply in your League Play and will also apply in Tournament Play .

Tenth Batter will still apply.

### **Continuous Batting Rules:**

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1. If a player IS NOT on the Official Line-up card when the umpires says “PLAY BALL” or when game starts, they CANNOT be added and they CANNOT ENTER the game to play AT ANY TIME.

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  2. If a player's name is put on the Line-up card and IS NOT PRESENT to bat, then at that point the player will be CALLED OUT – It will be automatic out EACH TIME, it is that player's bat, An they are out and move on to the next batter in batting order.
  3. All players on the continuous batting order must come to bat at his or her turn, NO SKIPPING or SUBSTITUTING.
  4. Coaches can rotate players on DEFENSE ( ONLY ) and not have to report changes to Head Umpire.
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### General Rules

The Game: 1 hour time limit

Umpire Fee: \$ 18.00 per game & per Umpire

1. The game will consist of 6 innings, unless it is numerically impossible for the losing team to win or tie, or time expires.
2. There will be no base stealing, walks, called strikes, except when swinging. No Bunts.
3. Each batter will receive 6 pitches, unless they swing and miss on the third strike.
4. A batter will not be called out on a foul ball even though it is the sixth or subsequent consecutive pitch unless a defensive player catches it.
5. An inning will consist of 3 outs or 10 batters.
6. A Legal line-up will consist of all players on offense and defense (Note: Your roster can have up to 20 players).
7. Batting order: Player/Batter cannot change position in the batting order at any time.
8. A team must finish the game with the same number of players in the line-up that started the game.  
PENALTY: Forfeit of the game.
9. Tenth Batter Rule:
  - A. Less than two outs - If the defensive team elects to play on the tenth batter, and the tenth batter is put out, the inning will be over. However, all runners that cross the halfway line between home plate and third base before the tenth batter is put out, will score.
  - B. If the defensive team elects to play on the lead runner, and the lead runner abandons any effort to advance his position, time will be called. The ball will be declared dead, and the inning will be over. However, if the defensive team elects to play on a subsequent runner before time is called, the lead runner may attempt to advance.
  - C. With two outs, the same rules will apply as with any other batter.
  - D. Tenth Batter Injury Rule: Only on the tenth batter should there be an injured player needing immediate medical attention, the umpire has the discretion of positioning runners or replay the play.
10. Refer to the TYBA Rule Book for Injured Player and Courtesy Player Rule.
11. Pitching Regulations:
  - A. Coach Pitcher may pitch in any manner - overhand or underhand. He may pitch from any distance along a straight line from the center of the circle to home plate. \* Not From Behind the Circle.\*
12. Dead Ball: The ball will be declared dead by the umpire, and all offensive and defensive play will stop when all runners are stopped and abandon all effort to advance their position.
13. Circle: The only purpose for the circle is to have the player pitcher in his/her defensive position when ball is pitched. The player-pitcher must have one foot inside the circle at the time of the pitch. Catcher has to be in the vicinity of home plate.
14. Helmets: Every offensive player that is on the field must wear batting helmets for safety reasons.
15. Any player touched by a batted ball while in contact with any base is not out. Ball is dead, batter hits again assuming previous count.
16. All base runners must remain in contact with the base until the pitch reaches the plate.
17. No defensive player may be closer to the batter than the defensive line.
18. No base runner can be touched by a coach while ball is alive. PENALTY: Runner out.