

FSA Baseball Rules: 7U Competitive Coach Pitch Divisions

Revised January 14,
2023

FSA Baseball is not currently affiliated with any organization (i.e. Little League, Nations, etc.). However, Nations rules will serve as the primary set of rules for FSA Baseball except as modified herein. If no modification to the applicable rule is incorporated, the Nations rules shall prevail.

ELIGIBILITY: 7U competitive coach pitch will be open to 7 year old players wishing to play in a competitive division.

RUN LIMITS: There will be a run limit of 5 runs per half inning.

GAME TIMES: Game times will be 75 mins or 5 innings. No new inning shall be started with 10 minutes or less remaining on the clock. If the game time ends during the middle of an inning (visiting team is batting) and the home team is winning, the game shall end with the home team declared the winner. If the home team is losing, they will finish batting.

Note: There is a **HARD STOP** at 80 minutes. The winner will be determined by reverting back to the last completed inning. If the game is tied – a tie shall be declared.

PLAYING FIELD: Rubber to home distance – 40 feet. Base to base distance – 60 feet

PLAYING RULES:

1. Scores and records **WILL** be kept for competitive coach pitch. There **WILL** be an end-of-season tournament.
2. Coach Pitch teams will roster bat. Teams must have a minimum of eight (8) players to start & finish a game but, **MUST** take an out for the 9th player (not 10th). If the lineup drops below eight players other than for an illness or injury, the game is declared a suspended game and is not rescheduled. The suspended game is then ruled a forfeit and will be scored 1-0.
3. Teams can begin a game with eight (8) players but one player must be a **pitcher** and one player must be a **catcher**. Players arriving after the start of the game may be placed on the roster in the last batting position(s). If the late arriving player is the 9th player, an out will no longer be given for the 9th batting position.
4. If a player is unable to continue due to injury or illness, the team will **NOT** be penalized when it is the missing players turn to bat. His batting spot will be skipped over without penalty.
5. Each batter will be allowed Six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth pitch, he will be allowed to continue batting until he does not make contact with the ball or puts the ball in play.
6. There **is NO** bunting or soft swings. Penalty: The batter is called back to the plate, the ball is dead, no runners may advance and the pitch shall be considered a foul ball.
7. There will be **NO**: (1) Base on Balls (2) Base Awards for Hit By Pitcher (3) Intentional Walks (4) Infield Fly Rule (4) Base Stealing.

8. Runners may not leave their bases until the pitched ball crosses the front edge of home plate. A runner who leaves early will be declared out and the pitch will be called a no pitch.
9. Courtesy runners are allowed for the catcher only. The courtesy runner must be the player that recorded the last out for his team. Runner that comes off the field must play catcher the next inning. Courtesy runners should be used if the next catcher is on base and there are two outs or three runs have been scored on there are multiple runners on base.
10. For 7U competitive, a batter **CAN** advance to second base (at their own risk) on an overthrow at first base. The umpire shall determine advancement of additional runners on base at the time.
11. A fair batted ball hitting a coach pitcher will be declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If in the umpire's judgment a coach pitcher intentionally makes contact with a batted ball, the batter will be out and no runner can advance.
12. Umpires will call "time" after every play and declare the ball dead. "Time" should be called as soon as all three of the following occur:
 - a. The lead runner stops attempting to advance.
 - b. The ball is in the possession of a fielder in the infield.
 - c. No defensive play is imminent.

**Runners will return to the base which they are legally entitled.
"Time" does not have to be called by the defense for the purpose of this rule, nor will it be applied because a player calls "time".
13. The coach pitcher will pitch from the rubber (pitch starts with one (1) foot touching the rubber) at 40 feet. The ball must be released while the pitcher still has one foot in contact with the rubber.
14. The coach pitcher is prohibited from coaching while in the pitching position either physically or verbally.
15. The coach pitcher must leave the infield after the ball is put in play by the batter. The coach pitcher should make every effort to leave the field away from the play. The coach pitcher is responsible for removing the bat from the field of play and keeping the on-deck batter from entering too soon.
16. Ten defensive players will be allowed on the field, with the tenth being a fourth outfielder. No more than 6 infielders will be allowed.
17. There is a circle drawn with a 10' diameter with the pitching rubber in the middle. This is a safety area for the player in the pitching position. The defensive player listed as the pitcher cannot leave the pitching circle until the ball is hit. At least one foot must be inside the circle prior to the ball being hit.
18. The player in the pitcher's position **MUST** wear a batter's helmet while on defense.
19. The catcher shall be located in the catcher's box, no more than four (4) feet behind home plate. The catcher **MUST** wear all protective catchers gear **INCLUDING A CUP**. The catcher is allowed to catch with a fielder's glove.
20. No manager or coach shall be allowed to walk behind the infield area (home plate) to coach or position infielders, outfielders or runners. Their job is to retrieve the ball missed by the catcher to help speed up the game.

21. A game stopped prior to the completion of the 1st inning will be completely rescheduled as if it had never been played. A game stopped prior to the game being called complete (after the 1st inning) will be rescheduled and will resume play from where it was stopped. Score keepers and coaches will need to make note of batter and runners.
22. Substitute players – Typically teams will have more than 10 players – meaning one or more player(s) will not play a defensive position when in the field during a given inning. They will sit on the bench. This “sitting” position shall be rotated. No player shall sit out twice before all players sit out once. The **ONLY** exception that can be made to this rule is that a coach may sit a player for disciplinary reasons or illness. Again, this is a coach’s decision. Failure to comply with this rule shall result in a game suspension for the head coach. Repeated violations will result in removal of the head coach from the team.
23. All players must have the opportunity to play an infield position for at least one defensive inning each game. Failure to comply with this rule shall result in a game suspension for the head coach. Repeated violations will result in removal of the head coach from the team.
24. TOURNAMENT BRACKET (ELIMINATION) RULES FOR TIE BREAKER a. During the bracket play of tournament (not pool play), if at the end of a game (innings) there is a tied score, the game will continue with California Rules; First extra inning, the last 2 batters from the previous inning will occupy 2nd base and 3rd base respectively. The batter of record for that inning will be at bat with 1 out. After both visitor and home have batted, if no winner has been determined, the last 3 batters of previous inning (last 3 players in batting order) will be placed on base, batter of record will be at bat and 2 outs will be issued. Last scenario will continue until a winner has been determined.