

Calvary League

9-10 Boys Player/Coach Pitch Rules

THE FIELD

1. The diamond will consist of a plate and three bases that will measure 60 feet apart.
2. The Pitcher's mound will be at 46 feet.

THE GAME

1. Games will be 6 innings maximum. No new inning will begin after 1 hour and 5 minutes from start time.
2. ***Official GAME TIME will be the time called out by the umpire at the conclusion of the pre-game prayer. Official Game Time will not be delayed for late players.***
3. **The official game time will start when umpires calls it and will not start over when enough players are present.**
4. **A team must have 7 players to start the game. Teams will have approximately 10 minutes, from the time the umpire calls game time, to have seven members present and ready to play. After ten minutes the game will be considered a forfeit and scored as 7-0.**
5. **All games tied at the end of regulation play will be continued a maximum of one extra inning. If game is still tied after one extra inning, then the game will end in a tie.**
6. In the event of rain, 3 complete innings shall constitute an official game.
7. **There will be a 10-run rule in effect after 4 innings.**
8. CLB staff will have a representative keep the official book and run the scoreboard. If there is ever a problem with staffing for any reason, then the Home team will keep the official book and scoreboard. **This will be the official scorebook.**

THE TEAM

1. All jewelry must be removed prior to game time.
2. Players must be properly dressed, with shirts tucked in.
3. All hats must be worn forward when on the field. **NO EXCEPTIONS!!!**
4. Athletic shoes or rubber cleats will be allowed. No metal cleats allowed.

OFFENSIVE RULES

1. USSSA Bats Only
2. The batting team may have coaches at first and third base.
3. Coaches may not touch players or the ball. If so, the ball will be dead, and the other team will be given appropriate advantage. (i.e., runner called out if touched by an offensive coach, runners advance one base if ball is touched by fielding team's coach.)
4. Teams will bat the entire lineup/roster. The batting order will not change at any time during a game unless a player becomes sick or injured. This change must be communicated and accepted by the umpire; otherwise, the batting team **may** be charged an out for batting out of order. The enforcement of this will be the judgment of the umpire. Players arriving after start of the game will be added to the bottom of the order.
5. Helmets must be worn by the batter, all base runners, and the on-deck batter.
6. There is no stealing or advancing on passed balls. Runners may not leave the base until the ball is hit.
7. Runners may advance at their own risk on overthrown balls. Runners may advance one base on an overthrow.
8. No intentional bunting will be allowed. There must be a full swing attempted.
9. Throughout the game each half inning ends with 3 outs or 6 runs, whichever comes first. ***Continuation will be in effect. If you have 5 runs with and the bases are loaded all four runs can be scored on the next at bat. If a player is pitching you cannot intentionally walk the batter to keep the opposing**

team from scoring only one run. All games tied at the end of regulation play will be continued a maximum of one extra innings. If game is still tied after one extra inning, then the game will end in a tie.

10. One **team** warning will be given to a batter that slings a bat. If any batter of the warned team slings a bat a second time, the batter **may** be called out. This call is strictly a judgement call by the umpire based on player safety.

DEFENSIVE RULES:

1. **10 players will play in the field.** All players, with the exceptions of the pitcher and catcher, must be behind the baselines from first to second and second to third when the ball is pitched. The six regulation infield positions are filled and then all others are placed in the outfield. **The four outfielders must play on the grass and spread out throughout the outfield.**
2. Catchers must wear a helmet, mask, shin guards, chest protector, and a protective cup.
3. The ball in play will be ruled dead when the pitcher has control of the ball. Base runners will advance to, or return to, the closest base as determined by the umpire. The umpire may also call time if play has come to a lull, even if the pitcher does not have the ball. Base runners may advance **ONLY** one base on overthrows.
4. The infield fly rule will **NOT** be in effect.
5. Defensive players may not hinder a runner's progress toward the next base without the ball in hand. Runners will be awarded an extra base if "interference" is called by the umpire.
6. No player will be allowed to sit out consecutive innings.
7. **No batting sticks will be allowed on the field of play during a game.**
8. **Pinch runner** could come in to run for a player if the player was temporarily injured. The substitute could be a player already in the starting line-up, a new one, or the player replaced could come back in at any time.

Hybrid Coach Pitch/Player pitch rules

1. **In the event a pitcher walks three batters during an inning a coach from the offensive team will come out and finish the inning. If a pitcher hits a batter, it is considered a walk.**
2. **The player will stay on the field and play defense. The player must be even with the mound (either on the 1st or 3rd base side).**
3. **The coach will have 6 pitches. The player can strike out or put the ball in play. Before the 6th pitch the umpire will remind the player and the coach that it is the last pitch.**
4. The coach must stay inside the dirt of the mound. He must make a reasonable effort to avoid a batted ball. If there is no reasonable attempt to avoid the ball and it is deemed that a coach interfered, the batter will be out, and no base runner can advance. If the coach is hit with the ball, the batter will be awarded first base.
5. **Once the ball is put into play the coach that is pitching must not interfere with a live ball. Once the umpire calls time, the ball can be thrown back to the coach that is pitching.**

ALL RULES are subject to interpretation by the umpires of the game. Any other interpretation questions can/will be addressed by CLB staff as quickly as possible.