

SCBA COACH PITCH 1

BASEBALL RULEBOOK

2010 Edition

All games will be played under the rules outlined in the NFHS rulebook with the exceptions of the SCBA BASEBALL General Playing Rules and the following exceptions:

*** Face masks on helmets are required. Batter will be called out if there is no mask on the helmet.**

1. Field - The distance from the pitcher's rubber to the back edge of home plate is **46 ft.** Each coach must pitch with at least 1 foot on the pitcher's rubber, no exceptions. All pitches must be thrown overhand to batter. The distance between the outer edges of each base is **60 ft.** **Foul Arc** - The ball must travel at least **15** feet from home plate. Marked by a line (ARC) drawn on the playing field. If ball does not travel past arc it will be considered a foul ball. **Halfway Lines**- There will be halfway lines drawn between first and second bases, second and third bases, and third base and home plate. These lines are intended for the ability for the umpire's benefit. The only defensive player who can call time-out is an infielder, pitcher, or catcher in possession of the ball and in fair territory. Upon the umpire's call of time-out, any runner that has not crossed the halfway line for the next base must return to the previous base. This rule is not to be abused. Please teach the players to stop the lead runner. All determinations regarding returning to the previous base or moving forward are at the discretion of the umpire **ONLY** and may not be disputed. **Pitchers Rubber** - The pitcher must have one foot inside the pitcher's circle until the ball is hit. When the batter hits off the tee, the pitcher will have one foot on the regulation rubber. Also, when the ball is hit off the tee the coach will leave the diamond and stand only in foul territory. Always make sure the pitcher is able to see the batter when the ball is pitched. The pitcher must wear a batting helmet with a mask at all times during defensive play.

2. The Ball - The official ball to be used is a regulation baseball.

3. Regulation Game - A complete game will consist of **6** innings. A game called by the umpire due to bad weather, darkness or time limit will be regulation if **4** or more complete innings have been played, or if the home team has scored more runs in three or more innings than the visiting team has scored in four or more innings. **Run Rule** - If at any time after **4** complete innings either team is leading by **10** or more runs, the game will be conceded to the leading team. **Time Limit** - No new inning may start after **1hr. 15** minutes from the start of the game. The umpires will keep official time. **Scores** - The winning team is responsible for contacting the league coordinator with the game scores. Regardless of the score of the game, a score of **1-0** will be recorded on the website to indicate the winning team.

4. Rotation - No child shall play the same position for more than two consecutive innings or for more than two innings total in a single game. All players must play at least one inning in the infield and at least one inning in the outfield. Example: Cannot play one child at shortstop three innings in a row. **Minimum Playing Time**- No player will sit the bench for two consecutive innings; and no player may sit twice before all players have sat one inning. Equal playing time for all players is required. Please use the **Honor System**.

5. Pitch Limit - Each batter will be allowed **6** pitches or **3** swinging strikes. Foul balls will not be included as a swinging strike for the third swing, but a foul ball will count towards the pitch limit. All pitches will count towards the limit. After the **6**-pitch limit, or **3** swinging strikes, the player will be allowed to swing one time from the batting tee to make a fair ball unless the coach indicated before the start of the game that they would not be using the tee. If the batter hits a foul ball or misses the ball when batting from the tee, the player will be called out. **When hitting from the tee, the batter may only gain a maximum of two bases.**

6. **Defense** - Each team will field **10** players (**4** outfielders). The outfield will be determined by the edge of the grass. There will be a maximum of 6 infielders, of which one must be a pitcher and one a catcher, regardless of the number of players present. **Catchers Position** – The catcher will either be positioned behind the plate to catch the balls thrown by the coach or stand off to the side behind the plate. This will be at the coach’s discretion. The catcher must be in full equipment regardless.

7. **Infield Fly Rule** – The "infield fly rule" will not be used.

8. **Bunting** - There will be no bunting at anytime.

9. **Walks** - There are no walks allowed in this division.

10. **Lead Off** - No lead off is allowed. Runner may not leave the base until the ball is hit. If he does so, the runner is out and the play will be dead. The batter will return to bat again. If the batter swings and misses, the runner is not out, he must return to the original base.

11. **Half Innings** - Half innings will be when the offensive team has committed three outs or batted all players present, whichever is first. Both teams will bat entire roster that is present. Example: Team A shows up with **11** players and bats **11** players. Team B shows up with **9** players and bats **9** players. **Intra-Inning Time Limit** – Teams should take the field and be ready to play within one minute of the last out on their at bat. The umpire is to enforce this rule.

12. **Defensive Coach** - Teams are allowed one defensive coach. Coach ***MUST*** stand in the outfield and may not interfere with any play in the field. **Coach Interference** - If at anytime the coach or the coach in the field touches a batted ball the play will be called dead and the play repeated with no base advance and the same pitch count. This includes pitcher/player runs into coach pitching on pitchers mound.

13. **Last Batter** - The last batter must be announced to the umpire. This situation automatically creates 2 outs. The batter or the runner is out if a fly ball is caught, if any runner is put out, or **the catcher with the ball** touches home plate. No other defensive player can make the play at home plate. Failure to announce the last batter to the umpire will result in the batter being called out and any runs that scored will not count. If the ball is thrown out of playing field during a “ Last Batter “ situation, the play stands with the 2 base award rule applying. All coaches should teach their players to try and make an out instead of running to home plate. It is a play that should be executed and not one of mass confusion.

14. **Time Out** – An infielder may call time out to stop the play after he has maintained control of the ball in fair territory. He must be within the field of play (between the foul lines) and have control of the ball. Only the umpire will grant time out.