MARION YOUTH SPORTS ASSOCIATION
Official Coach Pitch Rules & Expectations

CONCEPT OBJECTIVE
To Provide and environment where players learn and understand the basic concepts of baseball in a safe and enjoyable manner.

RULES
Official Baseball Rules" as modified by "Babe Ruth League, Inc. Baseball Rules and Regulations" and further modified by these "Playing Rules" will be in effect.

BASES
Bases will be 60 feet apart.

BATS
There will be no limit on bat length and size.

GRACE PERIOD
There will be a 10 minute grace period for the start of each game. If both teams do not have at least **seven (7)** players the will be recorded as a 0-0 tie in standings.

INFIELD PRACTICE
There shall be NO infield practice by either team before any game.

FAIR BALL ARC
There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.

SAFETY ARC
There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

PITCHING LINE
There shall be a line drawn from the pitcher's circle to the safety arc.

PITCHING CIRCLE
The dirt pitcher's mound shall serve as the Pitching Circle.

PITCHING COACH
The pitching coach shall keep one foot on or straddle the pitcher's line. The pitching coach may pitch anywhere along the pitching line between the 30' safety arc and the 42' pitching circle. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule after the ball is pitched obstruction shall be called. Additional penalty: If a coach violates this rule before the ball is pitched, first offense is a warning; second offense is removal of the coach as the pitcher for the remainder of the game. If the pitching coach is accidentally or unavoidably struck by a batted ball the play will be ruled a "No Pitch"; runners may not advance and the batter will be returned to the plate to continue the at-bat .

SCOREKEEPING
The home team will be responsible for keeping the official book and the scoreboard.

BATTING LINE-UPS
All players on the roster will be in the batting line-up the entire game. Games may begin and continue with seven (7) players. The eighth and only the eighth offensive batting spot is an automatic out when that spot comes up. If both teams do not have the required minimum number of players the game score will be recorded as a 0-0 tie. Head coaches will deliver one copy of their line-up to the opposing coach and official scorekeeper prior to the start of the game. If a player arrives after the start of the game the player must be inserted at the bottom of the batting order.

LENGTH OF GAMES
Games will be 6 innings or 1 hour 20 minutes in length, whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hour and 20 minutes, shall be completed unless the home team is ahead. Tie games will not be extended past the above time and innings limits.

RUN RULE
Any team leading by 6 or more runs at any time after the completion of 5 innings (4 ½ if the home team is ahead) shall be declared the winner.

RUNS PER INNING
Teams will be limited to **six (6)** runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

STRIKES
The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. The at-bat will continue on foul balls.

SLINGING A BAT
If a batter slings his bat, a warning will be given the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

BUNTING
Not permitted.

INFIELD FLY RULE
The infield fly rule is not in effect at any time.

NO STEALING
Base runners are not allowed to lead off or steal bases at any time including advancing on passed balls.

OVERTHROWS
Base runners may advance on an overthrow at the risk of being thrown out. If a runner tries to advance and is thrown out, he is out. After "Time" is called the runner upon which the overthrow occurred shall be returned to the first base past where the overthrow occurred.

ADVANCING
Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule. Comment: When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

ON DECK BATTER
The next batter due to hit may stand in one of the on-deck circles so he or she is facing the back of the hitter, but must be wearing a batting helmet. All other players must remain in the dugout.

DEFENSIVE LINE-UP
All Players on the team will play the field each inning: Infield positions will consist of the following:

Catcher (1)
Pitchers (1)
First Baseman (1)
2nd Baseman (1)
Shortstop (1)
3rd Baseman (1)

All other players will play in the outfield, and must remain on the outfield grass until the ball is put into play. **Players on the infield should be in their "standard" positions; no shifts, extra players on or around the mound, etc.**

PITCHER / 1ST BASE
The defensive player listed as pitcher shall not leave the pitching circle (the pitcher's mound) until the ball is hit. Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. A ground ball hit to the pitcher should be fielded and thrown to a base to result in an out (running by the pitcher to a base or to a base runner will be discouraged) unless the path of the ball naturally takes the pitcher toward the baseline.

TIME-OUT AND CONFERENCES
Only 1 conference will be allowed with each batter during that batters' time at bat. Coaches may not call time out to confer with base runners.

PLAYERS ATTIRE
All players shall be properly uniformed including cap, glove, and shoes. All batters and runners must wear helmets. Helmet facemasks ARE required for this league.

WITH HOLD OF PLAYER
Coaches may withhold a player for missing practices, injury, sickness, etc. The opposing coach should be notified prior to the start of the game. The commissioner should be notified prior to the withholding of a player.

PLAYER QUITTING
In the event that a player quits a team, the head coach will notify the commissioner immediately so that the roster may be properly amended. Such players may return to their teams during the current year only with the permission of the head coach and the commissioner.

CONDUCT
Players, coaches, sponsors, parents, and spectators shall conduct themselves according to the MYSA Code of Ethics and Conduct. Head coaches shall be held accountable for the conduct of their team's players, assistant coaches and fans. Any unbecoming behavior shall at once disqualify the offender from any participation whatsoever until reinstated by the Board of Directors of the MYSA.

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and shall have a minimum one game suspension imposed and will not be allowed to attend the team's next game. Failure to leave in a timely manner will result in a forfeit.

Any player that is ejected from a game will be disqualified for the remainder of that game and must sit on the bench in uniform the next game that his team plays. Failure to comply with the one game suspension will disqualify the player for the remainder of the season or until the penalty is satisfied.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and can be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an appeal play.

TOBACCO USE

There will be no tobacco use inside the fenced-in area of the playing field.

NOTE:

ANY MYSA BOARD MEMBER HAS THE AUTHORITY TO EJECT A COACH, PLAYER OR FAN FOR ANY UN-SPORTSMANLIKE ACTIONS THAT ARE DEEMED TO BE OF A FLAGRANT NATURE AND ARE DETRIMENTAL TO THE MARION YOUTH SPORTS ASSOCIATION'S YOUTH PROGRAMS.