



MARION YOUTH SPORTS ASSOCIATION

Official Coach Pitch Rules & Expectations

CONCEPT OBJECTIVE

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

RULES

Official Baseball Rules" as modified by "USSSA LLC. Baseball Rules and Regulations" and further modified by these "Playing Rules" will be in effect.

BASES

Bases will be 60 feet apart.

BATS

Only bats permanently stamped with either USSSA or USA will be allowed.

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 they 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 eight (8) players. It takes at least 8 players to be considered a playable game, if the team has less than 9 players, the 9th batter will be an automatic out. All players must play 2 defensive innings and be in the batting lineup. 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 in length, whichever comes first. No new inning may start after this time limit. Any inning started prior to 1 hr, shall be completed unless the home team is ahead. Tie games will not be extended past the above time and innings limits.

RUN RULE

Teams will be limited to 6 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out. Any team leading by 15 or more runs after 3 innings or 10 or more runs after 4 innings 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 end after six (6) pitches. A Foul ball on the sixth pitch will be deemed a strike.

SLINGING A BAT

If a batter slings his bat, a warning will be given to 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 ball is returned to the Defensive pitcher, and the pitcher returns to the pitcher's circle, or 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.

PLAYER ADVANCING TO FIRST BASE

A batter runner who reaches first base safely and then overruns or overslides the base may immediately return to the base without liability of being put out provided the runner does not attempt or feint an advance to second. The runner has the ability to turn in either direction, towards second base or toward foul territory. Turning back towards first base even in fair territory would not constitute an attempt to advance.

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.

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 ballpark 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.

TIE GAME – EXTRA INNINGS DURING END OF SEASON TOURNAMENT ONLY

Note: This will only apply during the end of season tournament, regular season games can end in a tie.

In the event that a game ends in a tie during regulation play, the game will continue with extra innings. The extra innings will be conducted as follows:

1. The teams will bat in the same order as specified in the official line-up. The batting order will begin with the batter following the batter that was responsible for the final out in the previous inning.
2. The inning will begin with a runner stationed on 2nd base.
3. The batter that resulted in the team's final out during the previous inning will be placed on 2nd base as a runner.
4. The team will begin the inning with 2 outs, meaning that a single out by the defensive team will result in the teams 3rd out.
5. Once the team batting has scored 6 runs or a single out achieved by the defensive team the half of the inning will be deemed over, and the same process will be utilized during the bottom of the inning.
6. This process will continue until a team is deemed victorious.

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 UNSPORTSMANLIKE ACTIONS THAT ARE DEEMED TO BE OF A FLAGRANT NATURE AND ARE DETRIMENTAL TO THE MARION YOUTH SPORTS ASSOCIATION'S YOUTH PROGRAMS.