



SAMMY LONG YOUTH CLASSIC

6U & 8U COACH PITCH PLAYING RULES



PLAYING RULES

1. The Official ASA Rulebook will govern play for all tournament play with the exceptions listed.
2. A game shall consist of 5 innings or 55 minutes, whichever comes first.
3. No new inning shall begin after 55 minutes.
4. Base path will be 60' in length with 6 foot hash marks $\frac{1}{2}$ way between the bases.
5. An 8' circle shall be drawn around the pitching rubber that is 35' from home plate.

DEFENSE

1. Teams may not play more than 10 defensive players in the field. Free Defensive Substitutions- No player shall sit more than one inning per game. For playing time purposes all defensive substitutions must be reported to the plate umpire each inning.
2. A maximum of six infielders may be used (pitcher, catcher, 1B, 2B, SS, 3B).
3. The catcher may be in up position. The catcher position is a required defensive position at all times (**except for 6U**).
4. All catchers are required to wear a catcher's mask or helmet and chest protector (8U only).
5. No infielder will be closer than 30' feet (halfway from home to 1st & 3rd) prior to the release of the pitch by the coach pitcher.
6. Outfielders shall be in the outfield grass until the ball crosses the plate.
7. Only 2 defensive coaches will be allowed in the outfield (grass). The 2 coaches must remain in foul territory at all times.
8. All other defensive coaches must remain in the dugout with the gate closed.

BATTING

1. The infield fly rule shall NOT be used. The ball remains live with all runners in jeopardy of being put out.
2. A maximum of 6 runs may be scored in any one inning. No Continuation.
3. Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.
4. There will be no stealing. Base runners are allowed a relaxed step when the ball reaches the plate.

PITCHING

1. Coaches will pitch to their own batters with BOTH Feet inside the pitchers circle at all times. A maximum of six (6) pitches or three (3) swinging strikes will be thrown to each batter. A foul ball on 6th pitch does not count as a pitch. No limit on fouled 6th pitches.
2. When the ball is in play the pitching coach must avoid all contact with the ball and all defensive players and remove themselves from the field of play. The pitching coach cannot coach/ talk to batter/ runner(s) once the ball is in play. 1st violation will be a warning from the plate umpire. Additional violations will result in a mandatory removal of that pitching coach for the remainder of the game.
3. If the pitching coach is struck with a batted ball or contacts a player attempting to field a live ball, the ball shall be ruled a dead ball. All runners return to the base they occupied when the pitch was hit and the pitch does not count in the pitch total.
4. The player pitcher must take a position behind or beside the pitcher's rubber, but with both feet inside the pitcher's circle (if drawn or 8' radius) until the ball is put into play by the batter.
5. The player pitcher must wear a protective face mask at all times.

DEAD BALL

1. Time shall be called immediately by the plate umpire when any defensive player has control of the ball inside the pitchers circle. Intentionally or Unintentionally. (EXCEPTION: If P fields a ball directly from the batter in the pitchers circle she must call/signal time for the umpire to declare a dead ball. The batter/runner will be allowed to reach 1st base safely. No other runners may advance unless forced to do so by the batted ball.)
2. Time shall also be called when the ball is held by a defensive player in front of the lead runner and all runners have stopped.
3. Placement of base runners will be determined by the location of such runner when time is called (base behind or base ahead).
4. In the event that there is more than one runner on base, the leading runner will govern placement of all runners.

5. On an overthrown ball (resulting from a batted ball) to first or third base that enters foul territory, all runner(s) may advance one base with liability to be put out if they do not reach the base safely or come off the bag after reaching safely. (RULING- A runner cannot be put out while in sole contact with a base beyond the one they were entitled to, but can be put out if they are tagged between bases. If a runner occupies a base beyond the one they were entitled to, the runner will be returned to the correct base without liability to be put out once time has been called.)