

GRAPEVINE BASEBALL & SOFTBALL

GBS Coach Pitch (7U & 8U) Tournament Rules

Teams must have insurance and rosters on file through NCS software before play.

1. Each team must provide 1 game ball each game - Rawlings R200 ball type or other manufacturer's equivalent.
2. Length of Game: 1 hour and 15 minute or 6 innings (whichever comes first). No inning will begin after the time limit is reached. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish their at bat and then the game is over.
3. Offensive team may score a maximum of 5 runs per half inning.
4. Run rule in effect:
 - 15 after 3rd inning
 - 10 after 4th inning
 - 6 after 5th inning
5. Home team will be determined by coin flip in pool play. In bracket play, home team is higher seed. Dugouts are first come, first serve. Home team will be the official scorekeeper. Visiting team works the scoreboard.
6. A team must start with a minimum of 8 players but can finish with less, taking outs in the vacant batting order positions up to the 9th batting position.
7. The base path is 60 feet. The pitching rubber is 40 feet to the back of home plate.
8. Games in Pool Play can end in a tie.
9. Championship Games cannot end in a tie and there is no "California Tie-Breaker"
10. If a player leaves during the game due to injury or illness, no out shall be recorded (just skip his turn in the batting order) unless at such time the total number of players is less than 9, then an out shall be recorded when the missing players turn at bat occurs.
11. Ten (10) players maximum on the field defensively. The 4 outfielders must remain in the outfield and cannot play in the infield. Rovers or "stacking players" are not allowed.
12. The player pitcher must keep one foot near the pitching circle until the ball is hit and be behind the pitching rubber when the Coach Pitcher pitches the ball. PENALTY: First offense warning by umpire; additional offenses batter awarded an additional pitch or first base in the event the batter hits a fair ball.
13. Batter shall receive 6 pitches or three strikes, whichever comes first. A foul ball (not caught) on the sixth pitch shall not be counted as a swing. The batter will continue to bat on a sixth pitch foul ball until such time that ball is put into play or the batter swings and misses. The batter will be declared to be out on a foul tip that is caught by the catcher for "strike three."
14. There will be no: Base on Balls, Base awards for Hit by Pitch, Infield Fly Rule, Base Stealing, Lead-offs,

Slashing or Bunting. Players must take a full swing. Bat must strike ball before baserunners can leave the base.

15. A batted ball that strikes the coach pitcher shall be considered a "Dead Ball, Foul Ball" If a coach pitcher intentionally interferes with a batted ball, the ball is dead and the batter shall be declared out. In either case, no runners shall advance.
16. A courtesy runner will be allowed for the catcher. The player eligible as the courtesy runner shall be the last batted out. You may run for the catcher anytime.
17. Coach must pitch from a standing position and must remain on the pitching mound with one foot on the pitching rubber. Once a player hits the baseball, the coach pitcher MUST LEAVE THE PLAYING FIELD until play has stopped and time is out. PENALTY: First offense = warning by umpire; Second offense = coach pitcher must be replaced.
18. All bats must be labeled with either the 1.15bpf, BBCOR stamp or the new USA Baseball stamp. Per NCS rules, either is acceptable for game use.
19. A coach pitcher is not allowed to instruct the batter or runners in any manner.
20. Stoppage of Play – The umpire shall declare "TIME" when the following conditions — in his/her mind — have been satisfied: the ball is returned to the infield; the ball is in control of an infielder; the lead runner has stopped running, hesitated, or broken stride. RUNNERS ARE NOT TO BAIT FIELDERS INTO RUNNING AT THEM OR THROWING BEHIND THEM.
21. The runner shall not leave the base until the ball is batted and considered in play. Any runner that leaves the base early shall be declared out.
22. No defensive coaches will be permitted on the field at any time; they must remain in the dugout area.
23. No pre-game warm up is allowed on the Infield. Teams may warm-up before game time in the outfield or in designated warm-up areas.

SPECIAL NOTES

1. Coaches shall confine themselves to the dugout, with the exception of a third base, first base and one other coach. The coach not occupying the first or third base coach's box shall remain in the area immediately outside the dugout. Roaming up and down the foul lines is not allowed.
2. Coaches are responsible for the conduct of their coaching staff and the parents and relatives of their parents. Unsportsmanlike conduct, in the umpire's judgment, shall be warned against one time. Should it continue, the umpire in charge, is given authority to resolve the problem if he deems the situation unsportsmanlike.
3. All teams must be prepared to play 15 minutes before their GAME START TIME. The umpires will be instructed to start games early if the field is clear and ready for play.
4. Major League Baseball and NCS rules will apply, unless otherwise noted above.
5. No defensive timeouts will be called.
6. A player who slides head first into home during a play at the plate shall be determined out.

Game Details

Roster	<ul style="list-style-type: none"> ▪ All games must start with at least 8 fielders, taking an out in the 9th spot of the batting order. If there are at least 9 fielders, no out for the missing 10th spot will be taken. ▪ All players who attend the game will bat in a continuous batting order (all players will bat) and play under the free substitution rule. If a player leaves due to injury or illness or any other reason, no out shall be recorded (skip their turn in the batting order) unless there are less than 9 active players. ▪ If a player is ejected, his turn in the batting order will be declared out. If a player is ejected and a team has less than 8 active players, a forfeit will be declared. ▪ Should a player arrive after the game has started, that player shall bat in his submitted lineup spot, or at the end of the lineup, should his turn already passed.
Pitching	<ul style="list-style-type: none"> ▪ A batter shall be declared out after 3 strikes (swing/miss, or foul-tip ball caught on 3rd strike) or 6 pitches, whichever comes first. If the batter fouls off the 6th pitch, the batter will continue to receive pitches until there is a swing and a miss or the ball is put into fair territory or a fouled off ball is caught. ▪ The defensive player in the pitcher position will take his position to the left or right of the coach pitcher and must keep one foot in the dirt portion of the mound until the ball is hit. The defensive player may not be positioned in front of or behind the coach pitcher. ▪ The defensive player in the pitcher position is required to wear some kind of protection: a chest protector or face protection as determined by their home association
Coach Pitcher	<ul style="list-style-type: none"> ▪ Must pitch from the pitching rubber and keep one foot in contact with the rubber until the ball is thrown. Must pitch from a standing position, overhand. ▪ May not coach the players at any time while performing his coach pitcher responsibilities, including coaching of the player at bat and coaching while play is in progress. ▪ Must leave the field of play immediately after the ball is batted. The coach pitcher must remain in foul territory on either the first base or third base side until the play is over. The coach pitcher may not be behind the plate in foul territory. ▪ Anyone who intentionally interferes with the fielding or throwing of a ball in fair or foul territory, shall be called for interference and the batter will be called out.
A Batted Ball	<ul style="list-style-type: none"> ▪ A batted ball that strikes the coach pitcher is a dead ball and is treated as a foul ball (strike) and a counted pitch for the batter. ▪ A ball that strikes the coach pitcher and is the final allowed pitch to the batter: If the umpire determines that the coach pitcher could have gotten out of the way, the batter is out. If the umpire determines that the coach pitcher could not have gotten out of the way, it is a dead ball, and the batter shall receive another pitch. ▪ A ball that settles in fair territory is considered a fair ball. No need for ball to reach grass
Game Play	<ul style="list-style-type: none"> ▪ On overthrows, baserunners may advance at their own risk. ▪ Play stops when ball crosses base path from throw-ins from the outfield and in control of the defense. Defense must control the lead runner. At this point, the umpire shall call TIME. Trailing runners may not advance when the lead runner has broken full stride. Play stoppage is at umpire's discretion and is not subject to appeal. ▪ 1st base: Runners running past 1st base in foul territory shall not be tagged out. However, once they are past 1st base, if they turn towards 2nd in an aggressive manner, they may be tagged out, unless they are on the base. ▪ Obstruction: Fielders, when not in motion to field the ball, shall not block the base paths or base. Any runner interfered with while running shall be awarded the next base, if determined by the umpire, that he would have made safely had the obstruction not occurred. ▪ Base Runners shall not leave the base before the ball is hit in play. Coach can appeal to the home plate umpire after a pitch, who upon seeing a base runner not on the base, can call him out.

	<ul style="list-style-type: none"> ▪ Outfielders must be no closer than the edge of the grass. In the event there is no dirt infield or separation between infield/outfield, umpires shall make the determination on how close an outfielder may be allowed to the infield. ▪ Coaches must be around the dugout area by the entrances. ▪ Any offensive player must wear a helmet. This includes: batters, those on on-deck circle, baserunners, bat boys. ▪ No inning will be started after the time limit of 1 hour 15 minutes is reached. Once time has expired and it is determined that there is no way the losing team can score enough runs to tie or win the game within the inning they are playing, the batter at the plate will finish their at bat and then the game is over. ▪ Mercy rule: 15 runs after 3 innings, 10 runs after 4 innings, 6 runs after 5 innings
Additional Resources	<p>Unless specified here, all other rules shall follow NCS rules</p> <p>https://www.playncs.com/baseball/Rules/Details/1/national-baseball-rules</p>