

NORTHEAST OHIO YOUTH BASEBALL
2019 COACH-PITCH SUPPLEMENTAL RULES

NeoBaseball.org

Revised 1/11/2018

1. Maximum age for playing on a Coach-Pitch team shall be 7 years old. Any child who is 8 years old before May 1 cannot play on a Coach-Pitch team (April 30th cutoff) – please see “exception” player below.
 - a. CP1 is a league for 6 year olds and younger.
 - b. CP2 is a league for 7 year olds.
 - c. **CP1 Exception: There can be no more than two 7-year-olds on a CP1 team. If there are 3 or more 7-year-olds on the team it must be a CP2 team.** 7-yr-old CP1 players can’t turn 8 during the current season (to play CP1, their 8th birthday would need to be July 1st or later in the current year. 7-yr-olds with June 30th birthdays or earlier in the year are required to play CP2).
 - d. **CP2 Exception: There can be no more than one 8-year-old “exception” player on a CP2 team** (to play CP2, the exception player’s 9th birthday would need to be July 1st or later in the current year).
 - e. Any age exceptions (due to disability, etc.) must be approved by the Executive Board.
2. Official Game(s):
 - a. All games are 6 innings (NOTE: If both team managers agree, additional inning/s can be played if 6th ends in tie)
 - b. Mercy Rule: An official game shall be declared, if at the end of five (5) or more full innings, the visiting team is ahead by ten (10) or more runs; or if at the end of 4.5 innings or more the home team is ahead by ten (10) runs or more, the game shall be official and can end.
 - c. 2 hours maximum time limit (no new inning can start after 2 hours).
 - d. There shall be a maximum of 5 runs per inning per team (all innings). When this occurs, the other team shall come to bat. CP2 tournaments only shall allow for unlimited runs in the final inning declared (regular season games and CP1 shall remain 5).
 - e. Home team shall supply the umpire (and the umpire equipment, if applicable) for the regular season games.
 - f. Home team shall supply the game ball. Coach-Pitch games shall be played with a **Rawlings level 5 RIF** (ROTB5 - Reduced Injury Factor) ball only.
 - g. There shall be an 8’ radius circle chalked at 35’ from home plate. 30’ chalked hash marks are required for the coach pitcher (from home plate) and for runners (between 1st and 2nd, 2nd and 3rd, and 3rd and home). Safety base can be used at 1st.
3. Substitutions:
 - a. Each player available for a game must play in the field a minimum of 3 full innings, (Free Substitutions).
 - b. A player who enters the game and is removed for reasons of sickness or injury before fulfilling this rule may be exempt from the minimum inning requirement.
 - c. Violations of this rule shall be reviewed by the Executive Board and the appropriate penalty shall be determined.
4. Batter(s):
 - a. Each player available for a game will be inserted into the batting order and will bat even though he may not be playing in the field (continuous batting order).
 - b. Batters are not permitted to bunt or swing easy at the ball or they are automatically out.
 - c. Batter has a maximum of 5 pitches to hit the ball into fair territory or the batter is out. If the batter hits a foul ball on the fifth pitch (and ensuing pitches), the batter shall receive another pitch (can’t strikeout if foul ball hit on final pitch).
 - d. There will be no base on balls.
 - e. Batter will not take any practice swings until the umpire says "batter up" and there will be no bat throwing. (Both violations will receive ONE warning per player then the batter is declared out).
5. Catchers shall wear shin guards, chest protector, face mask and a full protective helmet when playing their position in the field. (Coach-Pitch-protective cup is required).

6. Base runners shall not leave their bases until the bat contacts the ball or they are automatically out. Base stealing is not allowed. Penalty-Runner will be called out.
7. Pitcher(s):
 - a. Coach-Pitcher is to be at least 16 years of age, shall pitch underhand or overhand to his team from the pitching rubber or chalk line at a distance not closer than 30 feet.
 - b. The Coach-pitcher shall only accept the ball when dead, (from the catcher after a pitch which is not hit fair or from the player pitcher after any other play).
 - c. The Coach-pitcher cannot tell the batter when to swing at the ball and the Coach-pitcher cannot coach his team or base runners from the playing field. Penalty-One warning, then removal from the playing field for the remainder of the game.
 - d. If the Coach-pitcher intentionally interferes with the batted ball the batter is out. If the Coach-pitcher unintentionally interferes with the batted ball, it is ruled a dead ball and batter shall be awarded first base (no other runners shall advance unless forced).
 - e. The player pitcher must be within the 8' radius circle until the batter contacts the ball.
8. Defensive Player(s) & Coaches:
 - a. A defensive team shall consist of 10 players with 4 outfielders at the same depth on defense
 - b. A minimum of 8 players shall be used when necessary (During tournaments only, an out will be declared in the missing player's spot).
 - c. A catcher and pitcher must be present at all times (even with 8 player defense).
 - d. One or two defensive coaches shall be allowed in the outfield. Leaving the outfield will result in a warning then removal from the playing field for the remainder of the game.
9. On a ball hit in the infield
 - a. The batter-runner shall only be entitled to attempt to advance to first base (no additional advancement is permitted, even on an overthrow).
 - b. All other base runners may advance no more than one base from the time of the pitch, with liability of being put out.
 - c. In the context of this rule, "Infield" shall be defined as the area between Home plate, first, second, and third baselines.
10. On a ball hit beyond the baselines
 - a. Runner(s) shall be entitled to attempt to advance to any base with liability of being put out, until the ball is declared dead.
 - b. A play shall be declared dead if the fielding team does not attempt to make a play on the runner(s). This is signaled by a defensive infielder holding the ball up over his head while in the baselines or nearer to home plate.
 - c. If there are runners on base, the runners may advance to the next base as long as the runner is past the half way white line at the time of the ball reaching the area of 1st base if thrown from an infielder. NOTE: A ball can be hit in the air or it can roll beyond the baseline by force of the batter
11. The play can be called dead at any time when there is a logical end to the play (no further action is made by the defense towards runners and/or action is made towards returning the ball to the pitcher).
12. End-of-season Tournaments shall be:
 - a. Seeded based on points (3 for win, 2 for tie, 1 for loss, and no points awarded for games not played)
 - b. A "Consolation" style bracket with the first round placed
13. Teams shall be constructed of players from within the community and/or school system. No more than one player per team shall be from another community and/or school system. Any authorized player release or disclosure is required prior to roster approval. Any exceptions (multiple player releases from a community when no team is available) must have executive board approval.
14. Coaches, players, parents, spectators, etc. shall be removed and /or banned from future events for up to 1-year by the executive board for inappropriate activities (ie. Use of drugs/alcohol at games, use of profanity, unsportsmanlike conduct, etc.).
15. Background screenings/checks and concussion training certificates are required for all managers/coaches. No more than 1 team manager, 3 assistant coaches, and 1 person to manage the bench per team