

# A (6U) Coach Pitch Tournament Rules

The following Coach Pitch Tournament Rules shall be used exclusively in Coach Pitch district, state and World Series. The Official DYB Playing Rules and Tournament rules as currently in use will be the basic set of rules for 6U Coach Pitch play as emphasized or modified below:

## 12.01 Tournament Play:

- (a) A game will be a forfeit if a team cannot field nine players.
- (b) Games will not start after 9:30 pm unless approved by the Tournament Director.
- (c) Tournament games must be played until complete.

**State Option:** The state may impose a time limit in games.

- (d) No team shall be required to play more than three (3) games on the same day during the same tournament and no team shall be required to play as many as three (3) games on the same day more than twice during the same tournament, except to play an "if necessary" game to determine the tournament champion
- (e) Balls must be DYB Approved for tournament play.
- (f) All 6U Coach Pitch tournament team affidavits must consist of a minimum of eleven (11) players and a maximum of twelve (12) players, a team manager, and three coaches. A minimum of eleven (11) players must be present for each game and must fulfill all offensive and defensive requirements.

## 12.02 Playing Field:

- (a) Baselines shall be 60 feet.
- (b) Recommended distance for the outfield fence is 180 feet from home plate for tournament play. Approved temporary fencing will be allowed, as necessary.
- (c) A 12-foot-diameter chalked or painted pitching circle (the "pitching circle") with a chalked or painted line in the center of the pitching circle at 46 feet drawn completely across the circle. The center of the pitching circle will be 46 feet from the back edge of home plate.

## 12.03 Coach Pitcher

- (a) The adult coach pitcher of the offensive team shall pitch to the batters, and he shall throw overhand from standing position.
- (b) Reserved
- (c) The 6U coach pitcher will pitch from a pitching rubber of thirty-five (35') from the back tip of home plate. The coach pitcher must start with one foot on the rubber when pitching to the batter. **PENALTY:** If the 6U coach pitcher does not start with one foot on the rubber, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.
- (d) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. **PENALTY:** If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
- (e) If the coach pitcher is hit by the ball, it is a dead ball and will be a no pitch.
- (f) The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. **PENALTY:** A warning will be given for the first offense, and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense
- (g) Only the manager shall represent or speak for the team.
- (h) Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
- (i) The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury.

## 12.04 Player Pitcher Position (6U Coach Pitch)

- (a) The defensive team will place a player in the designated pitching circle at the pitcher position. The player pitcher must have one foot inside the designated pitching circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit. **PENALTY:** The offensive coach has the option of accepting a hit or taking a no pitch.
- (b) The player pitcher is required to wear a face guard with or without a batting helmet or cap while playing this position.
- (c) Tournament Pitching Rules do not apply to the player pitching position.

## 12.05 Equipment

- (a) Catchers must wear full catcher protective equipment. The catcher may use a baseball fielder's glove or catcher's mitt. The catcher must be in the squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched.
- (b) T-ball bats are not allowed in 6U Coach Pitch play.

## 12.06 General Playing Rules:

- (a) The batter will be allowed five (5) pitches or three (3) strikes. The batter will be called out after the fifth (5th) pitch unless the fifth pitch is a foul ball. A foul on the last pitch shall not count unless a foul fly is caught in the air; then the batter is declared out.
- (b) The infield fly rule is NOT applicable.

- (c) Bunting is NOT allowed. **PENALTY:** If a player bunts a ball in fair territory, it is a violation of this rule and the umpire shall immediately call time; no players may advance, and the batter will be charged with a pitch and a strike.
- (d) Base stealing is not allowed. Base runners must stay in contact with the base until the ball is hit. Leaving the base before the ball is hit will allow the defensive team the option to keep or reject any part of the play.
- (e) Intentional walks will not be allowed.
- (f) A regulation game shall be six (6) innings for tournament play in all A & AA division games unless the 10 or 15-run rule applies (Fifteen runs after three (3) innings or ten runs after four (4) innings).
- (g) **State Option:** - A state organization may adopt a rule to allow a team to score a maximum of seven runs per half-inning, except the 6th inning in district and/or state tournament play. After the 6th inning, the seven (7) run maximum is in force for the remainder of the game.
- (h) The 15-run rule will apply after three innings only if all players have completed one time at bat.
- (i) **Outfielders** - The outfielders may play anywhere in the outfield but no closer than twenty feet behind the normal base path. A chalked or painted line will be placed at the twenty-foot point. (See page 68).  
**Penalty:** The offensive coach has the option of accepting the hit or taking a no pitch. Note: This line pertains to the four outfielders only, not to the infielders. Once the batter has hit a ball the outfielder may move inside the 20' line to make a play on the ball.
- (j) Defensive teams will use ten players in the field, including four outfielders.

**12.07 Defensive/Offensive Time Outs**

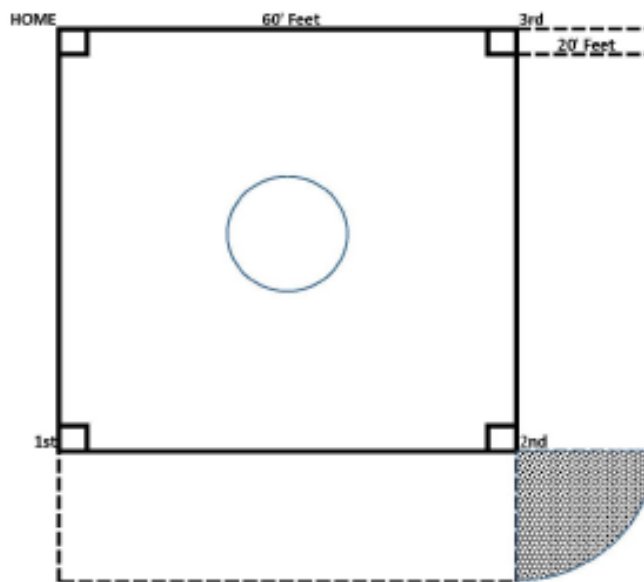
- (a) **Defense** - A manager shall be entitled to request time, on defense, to talk to his players once during the same inning without penalty. On the second request for time in the same inning the manager will be placed in the dugout for the remainder of the game.
- (b) **Offense** - A total of three (3) timeouts per inning shall be allowed on offense to talk to a batter. The coach requesting a fourth timeout to talk to a batter in the same inning shall result in that coach being removed from the field and placed in the dugout for the remainder of the game.

**12.08 Base Running:**

- (a) If a runner has passed a base prior to the player pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base at his/her own risk.
- (b) With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
- (c) A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a time out. **PENALTY:** The runner shall be called out on appeal.
- (d) A **"Courtesy Runner"** may be used for the catcher only. The "Courtesy Runner" will be the last out made or if no out has been recorded in the game, the batter in the lineup farthest away from the batter who the "Courtesy Runner" is being used for. "Courtesy runners" are not permitted for other playing positions.

**12.09 Player Participation Requirements - See Offensive and Defensive player requirements in Tournament Rules 11.35; 1136; and 11.37.**

**Diamond Youth Baseball  
6U – 8U 20-Foot Line Construction**



**Construction:** Place a heavy string or measuring tape 20' feet behind the outer point of 2nd base and draw a portion of a semi-circle from a point 20 feet beyond 2nd base in line with the 2nd to 3d base line with a nail or stick located at the 20' mark and chalk the semi-circle which gives you exactly a 20' distance from the baselines.