

SOAR Coaches Pitch Baseball League Rules

"Whatever you do, work at it with all your heart, as working for the Lord and not for men."

Colossians 3:23

The development and display of Christian character is a major focus of this program. Therefore, good sportsmanship is expected from all players, coaches, parents and spectators. It will be the responsibility of all coaches and umpires to assure that this attitude is maintained at all games and practices. This is, first and foremost, the greatest attribute of our program and "must" be adhered to. The integrity of SOAR is at stake.

1. Games

- a. Each game will begin with a prayer led by one of the coaches or the umpire.
- b. A game will be forfeited if a team cannot field nine (7) players within 10 minutes of the scheduled game time.
- c. Each player should play the same amount of game time as all others on the team.
- d. Players should be given opportunity to play different positions. Please consider the child's safety when placing them in the infield.
- e. Games will be a maximum of six (6) innings or 1 hour and 15 minutes in length. A game will be official after three (3) innings. Any inning started before the time limit has expired will be played to the conclusion of that inning. Keep this in mind before starting each inning in order to allow the next scheduled game to start in a timely fashion.
- f. An inning consist of three (3) outs or until seven (7) runs have been scored. Run limit includes the final inning. If a team is winning by more than seven (7) runs , the teams that is behind may still bat even though they cannot win with agreement from both team's head coach and the game is within the time limit.
- g. The bases will be sixty (60) feet apart. The pitcher's mound will be forty-four (44) feet from home plate.
- h. Decisions of the umpire are final!! No protests will be allowed. However, Head Coaches may get explanations of the call from the umpire.
- i. A SOAR representative or the umpire may determine if the game should be suspended due to safety of the players (weather, etc.).

2. Defense

- a. Fielding
 - i. A team may use 10 players in the field.
 - ii. Each player must play defense every other inning.
 - iii. One coach may be outside their team's dugout while their team in playing defense.
 - iv. All other coaches must be outside the field of play.
- b. Pitching
 - i. Coaches will pitch to their own team.
 - ii. Coaches can pitch from anywhere within the pitcher's circle.
 - iii. Coaches are encouraged to pitch overhand, but may pitch underhand to any player that may need such a pitch.
 - iv. A pitcher (the player inside the pitcher's circle) must stay in the pitcher's circle until the ball is hit.
- c. Catchers

- i. Player catchers are encouraged. They are required after the third (3) game.
 - ii. Player catchers must wear full catchers gear.
 - iii. Player catchers shall wear a cup.
 - iv. If a bat hits the catcher's mitt, the batter will be advanced to first base.
- 3. Offense
 - a. Batting
 - i. A team shall place all available players in the batting lineup.
 - ii. A batter will get a maximum of seven (7) pitches. If after 7 pitches the batter has not hit the ball, he/she will be called out. (Encourage player to swing at last pitch)
 - iii. A batter will be out when the strike count reaches four (4).
 - iv. A batter cannot strikeout with a foul ball.
 - v. A batter may NOT bunt.
 - vi. A player is given one (1) warning for "slinging" a bat. The next time any player on the same team slings a bat, the player will be called out.
- 4. Base Running
 - a. All runners must remain on base until the ball has been hit.
 - b. A runner forcing contact with a defensive player with no effort to avoid contact with that player may be called out.
 - c. Base runners must slide at home plate.
 - d. Any overthrown ball that goes out of the field of play shall result in a one (1) base Advancement by all base runners.
 - e. All offensive players must wear batting helmets when they are on the field of play (running bases, on-deck, batting, etc.).
- 5. General
 - a. All players that are bleeding or have an open wound must be removed from the game until the bleeding stops and the wound is properly bandaged.
 - b. Profanity will not be allowed.
 - c. Coaches, players, and spectators alike should be encouraged to applaud the efforts of the opposing players.
 - d. As a display of good sportsmanship, teams shall shake hands with opposing teammates, coaches and umpires following each game.
 - e. Each game is required to have a score keeper. The home team's score is the official score.
 - f. The Umpire has the freedom to stop the game at any time on his/her preference to have teams huddle and pray and may include parents (stay in stands), to refocus why they are out there and to calm a situation down before it escalates.
- 6. Equipment
 - a. Helmets are recommended to have chin straps.
 - b. Helmets are recommended to have facemasks.
 - c. A Dixie Youth approved baseball will be used.
 - d. A Dixie Youth approved bat shall be used at all times.

All non-wood 2 ¼" bats (composite & aluminum/metal alloy) must be stamped with **BPF 1.15** and year manufacture stamp ("2011" or "2012") While new 2 ¼" aluminum/metal alloy bats require the BPF 1.15 stamp in 2012, older aluminum/metal alloy bats with only the "**Approved for Play in Dixie Youth Baseball**" stamp will continue to be allowed.