

2025 7U & 8U COACH PITCH TOURNAMENT RULES



THE RIPKEN EXPERIENCE PIGEON FORGE

Coach Pitch Specific Rules

We will use all 9U Ripken Tournament rules, except for the following rules listed below.

Time Limit

70 minutes. No new inning may start once the time limit has been exceeded or 6 innings.
No time limit in the Championship Game.

Run Rule

15 runs after 3 innings / 12 runs after 4 innings / 8 runs after 5 innings.

Umpires

All 7U and 8U games will have two umpires

Fair Ball Arc

There shall be a twenty (20) foot arc drawn from the first (1st) baseline to the third (3rd) baseline in front of the home plate. A batted ball must go past this line to be a fair ball.

Safety Arc

There shall be a thirty (30) foot arc drawn from the first (1st) baseline to the third (3rd) baseline in front of the home plate. Infielders must stay behind this line until the ball is hit.

Pitching Circle

We will use the circle that is already outlined in the turf.

Pitcher's Line

There shall be a line drawn from the pitcher's circle to the safety arc.

- The pitching coach shall keep one foot on or straddle the pitcher's line. The coach can pitch anywhere in-between the 30' safety arc and pitching circle.
- The pitching coach shall not verbally or physically coach while in the pitching position.
- The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.
 - **Penalty:** If a coach violates this rule after the ball is pitched, obstruction shall be called.
 - **Additional Penalty:** If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

Pitching Coach

The Pitching Coach shall be an adult at least eighteen (18) years of age. The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgement, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be confined to the bench.

Defensive Lineup

- Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
- Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- The Infield Fly Rule shall not be in effect at any time.
- The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit

Defensive Lineup continued...

Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

Additional Penalty: First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game

Batting Lineup

- The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
- Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.
- Teams may use free substitution on defense but the batting order shall remain the same.
- Bunting shall not be allowed.
- No intentional walks.
- The batter shall receive a maximum of six (6) pitches or three (3) swinging strikes. If the sixth (6th) pitch is foul, subsequent pitches will be thrown until batter either A: strikes out or B: puts ball in play.
- Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
- A courtesy runner for the catcher of record only the previous inning may be used in a 2 out situation. The courtesy runner shall be the player that made the previous out. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.
- A team may score a maximum of seven (7) runs per inning.
- Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as all the runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.
 - When a runner stand off a base and "jukes or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.
- When a batted ball hits the Pitching Coach, the following shall apply:
 - If in the Umpire's judgement, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.
 - If in the Umpire's judgement, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and no-pitch is declared.

