

Central Garrett Youth Baseball League

Coach Pitch (6-8) League Division-Specific Rules

GAME RULES	OFFENSIVE RULES	DEFENSIVE RULES
<ol style="list-style-type: none"> At the beginning of the game both head coaches will meet to swap batting order, and discuss rules and any issues related to the field (4.01). Home team is responsible for field preparation, including dragging and lining the field*. A regulation game is 5 innings unless shortened from: a stoppage, or the home team is winning after 4.5 innings (4.10(a)). There are no additional innings for tied games*. A game reaches regulation if a team leads by 10 or more runs after 4 innings (4.10(e)). There is no 15-run or 8-run rule*. A new inning cannot start after 90* minutes (4.10(c)(2)). After 90 minutes, the game reaches regulation upon conclusion of the inning. If a game is stopped, it reaches regulation if at least 4 innings have been completed (4.10(c)(1)). If a game is stopped before it reaches regulation, it must be resumed (4.10(d)). In the event of a canceled game, the home team coach must notify the visiting team coach 90 minutes before scheduled play#. All players, coaches, parents, and officials must exhibit good sportsmanship (Reg. XIV(a)). 	<ol style="list-style-type: none"> There will be a continuous batting order that includes all players in attendance on the roster. Each player is required to bat in his/her respective spot in the batting order. A player that arrives late to a game is added to the end of the existing lineup (4.04). Hitters will get a maximum of 10 pitches* or 4 strikes* (6.03(b)). A foul ball on the final* swing is not a strike (2.00). A batter is not* awarded a free base if hit by a pitch (8.05). A batter is out after the fourth* strike, regardless of ball control by catcher (6.05(b)(2)). One adult pitcher, and two adult base coaches (one in each of the first and third coaching boxes) are allowed on the field (Rule 4.05; Reg. XIV b). Base runners must stay in contact with the base until the ball is hit (7.13). Only two players may hold a bat during play: the Hitter and the On-Deck player#. Deviations by a runner of more than 3 feet from the base path results in an out (7.08(a)(1)). Head-first sliding results in an out (7.08(a)(4)). Runner is allowed to overrun first base (7.08(c)). A half inning ends after 6 runs (plus continuation runs) except for the final inning. There is no run limit in the final inning#. 	<ol style="list-style-type: none"> The defense shall have a minimum 7 players and a maximum of 10 players on the field*. Catchers must wear full protective gear (Appx. B). No infielder may move closer to home plate than the back of the pitcher's circle prior to the ball being hit in play#. Player in Pitcher position must be behind the pitcher's plate with an unobstructed view of the batter# prior to the ball being hit in play. Play ends after an attempt to get the ball back to the pitcher's circle#. Any ball batted into the infield will result in a maximum of two bases advanced by runners#. A runner may advance to the next base only if the runner has completely crossed the Advancement Mark before end of play#. Three Advancement Mark lines will be placed: halfway between first and second, halfway between second and third, three-quarters between third and home. Fielder cannot impede progress of, or obstruct, a runner (7.06). Every player present at the start of a game will participate for a minimum of 6 defensive outs (Reg. IV). No player will sit out more than 2 innings per game unless all other players have already sat out once*.

(Revised in 2025) This Rulesheet is not exhaustive. For all other matters please consult the Little League Rulebook and the Central Garrett Baseball League Board of Directors. Rules taken from the Little League Rulebook are marked in parentheses. Rules marked (#) are shared with the Tri-State Area Youth Baseball League. Rules marked (*) are deviations from the Little League Rulebook tailored for Central Garrett Baseball League. Division Standings are based on the following analysis: 1. Winning Percentage; 2. Head-To-Head; 3. Head-To-Head Differential; 4. Total Runs; 5. Total Runs Allowed; 6. Total Runs Differential; 7. Lowest Number of Forfeits; 8. Coin Toss