

COASTAL PALMS SPORTS

OFFICIAL LEAGUE HANDBOOK

6U & 8U COACH PITCH BASEBALL

Rules, Standards & Operating Procedures

Coastal Palms Sports, Inc.

Palm Coast, Florida



*Building Better Athletes. Building a Better
Community.*

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SECTION 1: LEAGUE PURPOSE & PHILOSOPHY

Coastal Palms Sports is committed to providing a safe, structured, and development-driven baseball experience for young athletes.

Our Coach Pitch divisions emphasize:

- Foundational skill development through repetition and positive reinforcement
- Instructional coaching focused on mechanics, teamwork, and respect
- Fair play and equal opportunity for all players
- A safe, encouraging environment that prioritizes learning over competition
- Respect for teammates, opponents, coaches, and officials

These rules establish the operational framework for all 6U and 8U Coach Pitch activities and are enforced uniformly across all Coastal Palms Sports events.

SECTION 2: GENERAL GAME REGULATIONS

2.1 Game Duration

- Regulation time: 1 hour 20 minutes.
- No new inning may begin after 1:20.
- Games may end early via run rule (Section 2.4).
- Umpires will announce the official start time before the first pitch.
- If a game is tied at the time limit, it ends as a tie.
- The home team is responsible for maintaining the official game clock.

2.2 Scoring Limits

- 4-run maximum per inning for both divisions.
- Once four runs have scored, the inning ends immediately, regardless of outs.
- Runs scored on a play that results in the fourth run count, even if additional runners cross the plate.

2.3 Approved Equipment

- USA Baseball or USSSA stamped bats permitted.
- No tee-ball bats or altered equipment.
- Helmets must be worn when hitting, on deck, out outside the dugout when the team is on offense.
- Metal spikes are prohibited.
- Catchers must wear full protective gear.

2.4 Run Rule

- 15-run lead after 3 innings
- 10-run lead after 4 innings
- 8-run lead after 5 innings
- Once a run rule threshold is met, the game is declared complete.
- Coaches may agree to continue play for instructional purposes, but the official score will stand.

2.5 Prohibited Actions

- No stealing or leading off.
- Runners may leave the base only when the ball is hit.
- No bunting or intentional soft contact.
- No infield fly rule.

2.6 Ball in Play / Dead Ball

If a batted ball contacts the coach pitcher:

- Immediate dead ball.
- Batter awarded a single.
- All runners advance one base.
- The coach must make every effort to avoid contact.
- If the coach intentionally interferes, the batter is out and runners return to their previous bases.

2.7 Coach Pitcher Requirements

- Must pitch overhand or underhand from a standing position.

- Must avoid involvement in the play.
- Repeated interference may result in reassignment or warning from the umpire.

SECTION 3: 8U COACH PITCH DIVISION

3.1 Pitching & Hitting

- Each batter receives 5 pitches OR 3 swinging strikes, whichever occurs first.
- Identified players 6U age will be given 3 pitches to hit from a toss, then two attempts on the tee, if failure to hit off the tee, an out shall be called for that batter.
- A foul ball on the 5th pitch does extend the at-bat unless caught for an out.
- If the batter fails to hit a fair ball within 5 pitches, the batter is out.
- Coaches should maintain consistent speed and trajectory for all batters.

3.2 Overthrow Advancement

- On an overthrow, runners may advance up to 2 bases maximum.
- Advancement is at the runner's own risk.
- If the ball enters dead-ball territory, standard base awards apply.
- Runners may not advance further once the ball is controlled by an infielder.

3.3 Defensive Alignment

- Standard baseball positions apply.
- Teams may use 10 defensive players (4 outfielders).
- Outfielders must remain in the outfield grass until the ball is hit.
- No defensive player may block a base without possession of the ball.
- Catchers must remain in the designated catcher's box until the ball is hit.

SECTION 4: 6U COACH PITCH DIVISION

4.1 Pitching & Hitting

- Each batter receives 3 coach pitches.
- If no ball is put in play, the batter receives 2 swings off the tee.
- If the ball is hit foul on the last tee swing, the hitter will be allowed one additional attempt.
- Tee-hit balls must pass the fair-ball arc (if used).
- A hitter must hit the ball, not the tee — if the bat contacts the tee and the ball advances, it is ruled a foul ball.
- Coaches should maintain a consistent pitching speed suitable for the age group.
- Coaches may not reposition the tee after the batter has addressed it.

4.2 Overthrow Advancement

- On an overthrow, runners may advance one base maximum.
- Ball remains live unless it enters dead-ball territory.
- Runners may not advance on a ball returned to the pitcher's circle.

4.3 Defensive Alignment

- Up to 10 defensive players (4 outfielders).
- Rotation encouraged for player development.
- Outfielders must remain behind the baseline until the ball is hit.
- Defensive coaches may assist players verbally but may not physically interfere with play.
- Catchers must wear full gear and remain in the catcher's box until the ball is hit.

SECTION 5: LIVE BALL / DEAD BALL CLARIFICATIONS

5.1 Stoppage of Play

Play is considered stopped when:

- An infielder has secured control of the ball, and
- Runners have ceased forward progress.
- The umpire will call time when the infielder has control of the ball.
- Runners will be placed at the discretion of the umpire when "TIME" is called.
- Coaches may not appeal placement decisions.

5.2 Dead-Ball Situations

- Ball hits coach pitcher.
- Ball enters dead-ball territory.
- Umpire halts play for safety or interference.
- Any thrown ball that strikes a coach or umpire is considered dead; runners advance one base.

5.3 Base Awards

- Governed by overthrow rules for each division.
- Standard dead-ball territory awards apply.
- Runners may not advance on a dead ball unless awarded by rule.

SECTION 6: SPORTSMANSHIP & SAFETY

6.1 Player Safety

- Helmets required for all batters and runners.
- Catchers must wear full protective gear.
- Males are required to wear a protective cup.
- No throwing bats or equipment.
- Coaches must ensure players are properly hydrated and supervised.
- Any player showing signs of injury or distress must be removed immediately.

6.2 Coach & Parent Conduct

- Coaches must model professionalism and positive leadership.
- Arguing with umpires is prohibited.
- Parents must remain respectful at all times.
- Any unsafe or unsportsmanlike behavior may result in removal from the game or facility.
- Coaches are responsible for the conduct of their team and spectators.

6.3 Umpire Authority

- Umpire decisions are final.
- Umpires may stop play at any time for safety concerns.

- Umpires have authority to eject players, coaches, or spectators for misconduct.
- Ejections must be reported to the League Director within 24 hours.

These additions make your document fully professional and enforceable, matching the structure of national youth-sports rule books.

SECTION 7: DIVISION COMPARISON CHART

Rule Category	6U Coach Pitch + Tee	8U Coach Pitch (No Tee)
Pitch Count	3 pitches + 2 tee swings	5 pitches OR 3 strikes
Tee Option	Yes	No
Overthrow Advancement	MAX 1 base	MAX 2 bases
Ball Hits Coach	Single + 1 base for runners	Single + 1 base for runners
Run Limit	4 per inning	4 per inning
Time Limit	1:20	1:20

SECTION 8: ADMINISTRATIVE NOTES

- These rules ensure fairness, consistency, and safety across all Coastal Palms Sports divisions.

- Coastal Palms Sports reserves the right to amend rules as needed to improve player experience.
- Any rule not addressed defaults to standard youth baseball guidelines.
- Coaches are responsible for knowing and enforcing these rules.
- League officials will review and update this handbook annually.

SECTION 9: LEAGUE OPERATIONS & ENFORCEMENT

9.1 League Governance

- All Coastal Palms Sports divisions operate under the authority of the League Director and Board of Operations.
- The League Director has final authority on rule interpretation, scheduling, and disciplinary matters.
- Coaches must attend all mandatory preseason meetings and safety briefings.

9.2 Protests

- Protests are permitted only for rule misapplications, not judgment calls.
- A coach must notify the umpire before the next pitch to file a protest.
- The protest must be submitted in writing to the League Director within 24 hours of the game's conclusion.
- The League Director and Rules Committee will review and issue a decision within 72 hours.
- Decisions are final.

9.3 Ejections

- Any player, coach, or spectator ejected for misconduct must leave the field area immediately.
- Ejected individuals may not return for the remainder of the game.
- A second ejection in the same season results in automatic suspension for one game.
- Physical contact, verbal abuse, or threats toward officials or staff result in immediate removal from the league.

9.4 Appeals

- Appeals of disciplinary actions must be submitted in writing to the League Director within 48 hours of notification.
- The Appeals Committee will review and respond within five business days.
- All decisions are final.

9.5 Game Rescheduling

- Games canceled due to weather or field conditions will be rescheduled by the League Scheduler.
- Teams must be available for makeup games within the same week when possible.
- Coaches may not reschedule games independently.

9.6 League Communication

- Official communication will be distributed via email and the Coastal Palms Sports website.
- Coaches are responsible for checking updates regularly.
- Text or social media messages do not constitute official league communication.

SECTION 10: FIELD CONDUCT & GAME PROCEDURES

10.1 Pre-Game Procedures

- Coaches must verify player lineups and equipment before the game begins.
- Umpires will conduct a brief safety check and coin toss to determine home/away if not pre-assigned.

10.2 Dugout Conduct

- Only rostered players and approved level II background checked coaches and team staff may occupy the dugout.
- Players must remain seated or standing within the dugout area when not batting or on deck.
- No food or glass containers allowed.
- Positive communication only — no taunting or negative remarks.

10.3 Warm-Ups

- Teams may warm up in designated areas only.
- No batting practice on the field once the game has begun.
- Pitching warm-ups must occur behind the dugout or in designated bullpen areas.

10.4 Field Maintenance

- Any field damage or safety concerns must be reported immediately to the League Director.

10.5 Weather & Safety

- Lightning or severe weather requires immediate suspension of play.
- Games may resume only after 30 minutes without lightning activity.
- The umpire and League Director have final authority on weather-related decisions.

10.6 End-of-Game Procedures

- Teams must line up for post-game handshakes.
- Coaches must verify the final score with the umpire before leaving the field.
- Any incident reports must be filed within 24 hours

SECTION 11: CODE OF CONDUCT SUMMARY

Players

- Show respect to teammates, opponents, and officials.
- Play hard, play fair, and represent Coastal Palms Sports with pride.

Coaches

- Lead by example.
- Prioritize safety, sportsmanship, and player development over winning.

Parents & Spectators

- Encourage all players positively.
- Refrain from coaching from the stands.
- Respect officials and league staff.

SECTION 12: ACKNOWLEDGMENT

All participants, coaches, and parents agree to abide by the rules and standards outlined in this handbook.

Violations may result in disciplinary action, suspension, or removal from league participation.

By participating in Coastal Palms Sports programs, all parties acknowledge and accept these terms.

Coastal Palms Sports, Inc.
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