

CYSA 6 - 8 Girls and 6 - 8 Boys Coach Pitch League Rules - 2026

Coaches are responsible for the conduct of their team and fans. Must be out of High School to be on the field.

1. Teams will play with 10 players, 8 regular team members minimum unless both coaches agree to play with less. If a team has less than 7 players, they should attempt to reschedule if possible. Substitution is allowed up to 9 players, only 2 borrowed players will be allowed from the same age group. If one of your regular team players shows up at the game late, borrowed players will be removed from the game and replaced in the lineup with the regular team player. Opposing coach(s) must be notified that there are borrowed players before the game begins. The borrowed player(s) must rotate every other inning between the right field and catcher positions defensively, and will be placed at the bottom of the batting order. When substitutes are batting a maximum of one base will be allowed for all runners.
2. Normal defensive positions must be maintained, with outfielders positioned in the grass. Free substitution is allowed, and all players bat. Players injured and unable to bat in-turn will be skipped with no penalty. **Defensively, each player must play at least one inning in the infield AND one inning in the outfield each game prior to the conclusion of the third inning. A player may not play the same position twice in a single game and may not sit out more than one inning per game.** The Catcher position may be counted as an "outfielder" ONLY when playing with 8 or fewer players defensively. Infield defensive players must be behind the halfway markers until batter makes contact with the ball. 2 coaches are allowed to stand in the outfield grass in assisting the players on defense. Bases coaches assume their normal positions in foul territory next to first and third bases.
3. Pitching distance is 25 ft. The "coach pitcher" must pitch with at least one foot on the 25 foot line. Defensive pitching position is inside the 16 ft. circle around the 40 ft. pitching rubber, with an unobstructed line of sight to the batter. The "coach pitcher" must immediately move out of the location of defensive play on a hit ball so as not to impede a defensive play or throw. If the "coach pitcher" is struck with a batted ball or interferes with the player pitcher, a "no-pitch" will result.
4. A maximum of 6 pitches is allowed to each hitter. 6-8 Boys only – pitches may be made overhand at the discretion of the "coach pitcher". The batter may hit from a Tee after 5 pitches. The best hit possible from the Tee will be a single with runners advancing a maximum of one base. If a ball leaves the Tee as a result of the Tee being struck rather than the ball, then the player will be considered OUT. A 10 Foot Arc will be drawn from the 1st base foul line to the 3rd base foul line. A Tee hit must go on or beyond the line to be fair. Batters may "line up" the bat to the Tee and not have that considered a swing. In the same respect, the batter MUST complete a "FULL SWING" when striking the ball (no bunts). A bunt, as determined by the umpire, will count as an unacceptable swing, and the batter considered OUT. Leaving a base before the batter makes contact with the ball is an automatic out. 6-8 Boys will play with a regular baseball.
5. An inning will be 3 outs or 10 batters. Games are 6 innings, or upon completion of the inning in progress when 45 minutes have elapsed from the start of the game. The umpire will maintain the official time and will inform both team coaches of the official game start time. **One (1) tie-breaker inning will be played in the event of a tie (the last batter of the previous inning is placed at 2nd base with 1 out).** Games ending in a tie after a tie-breaker inning will be reflected as a tie on the team's record.
6. Play will cease when the ball reaches an infielder, a play has been attempted at a base and no further attempt at a defensive play is being made, and "time" has been called by the umpire. Runners will not advance (or be awarded extra bases) as a result of an overthrow to an infielder. Once the umpire calls time, base-runners past the halfway mark between bases will be allowed to advance to the next base while base-runners not yet reaching the halfway mark will be returned to the last base touched. (General rule of thumb, each situation is up to umpire's discretion)
7. All catchers must wear a helmet, facemask, and chest protector. All batters and base runners must wear helmets. Batter base-runners intentionally knocking off their helmets will be warned once and subject to being declared out if it happens again. Metal cleats are prohibited. Rubber cleats may be worn.
8. Batting out of order – (1) If noticed while batter is batting, correct batter will be replaced with existing count; (2) If wrong batter reaches base, then noticed, batter will be out, all baserunners will go back to original base and correct batter will bat. (3) A pitch has been thrown to the next batter, batter will be replaced by correct batter, runners if any will be replaced by in the correct order that hitting should have taken place, no outs will be recorded.
9. The home team (2nd team listed on the schedule) has the 3rd base dugout, begins the game on defense, and serves as the official scorekeeper. The visiting team will provide an individual to run the scoreboard. The scoreboard operator must be 14 years old, or older.
10. No infield practice will be performed on the playing field before the game begins. Please stay in the outfield grass till game time.
11. All rainout games will be replayed from the start of the game if the timer hasn't expired before the game was called. Delayed games that are continued the same night will continue where it was left off.
12. Final league standings will be determined by the league records. In case of a tie, head to head games and, if necessary, runs allowed will be used. A coin toss for tournament seeding will be used if necessary. **If team "X" has to play an extra game to get another team the proper number of games that game won't be counted in the final league standings for team "X".**
13. Players injured and bleeding must leave the field until the bleeding has stopped and the injury is covered.
14. Line-ups must be exchanged before the game starts. They should include batting order, player's numbers and player positioning per inning for the entire game. Play will not begin until line-ups have been exchanged.
15. The breaking of the above rules may and can result in Punishment by the CYSA Board as outlined below, or at the discretion of the Board. Should a coach or player be caught violating the Rules, the following punishments will be carried out:
 - a. During the regular Season: If the team caught violating the rules wins the game, the game will then be declared a tie.
 - b. During the regular Season: If the team caught violating the rules loses the game, it will continue to be listed as a loss.

- c. In the Regular Season and Tournament: The coach of the violating team will be required to “sit out” the next game. We will not punish the players, but the coach cannot assist in coaching the team. He or She may sit in the stands, but not the dugout.
 - In the Tournament: If a team is caught violating any rules, their team will suffer a forfeit.