

Lakeview Playground

7 and 8 year old Coach Pitch Rules

HOME TEAM

The home team will be determined by the league schedule, playoff seedings, or coin toss if neither previous option applies.

BASES

Bases will be 60 feet apart.

BATS

All non-wood bats must have the USA Bat Marking. Barrel Maximum is 2-3/4". No BBCOR Bats are permitted. All wooden bats are permitted.

PITCHING LINE

There shall be a line drawn (30) feet from the apex of home plate to establish the minimum forward point for the defensive player - pitcher. The defensive player is allowed to be forward of the pitching coach but will remain to the left or right side of the pitching turf to give the pitching coach a clear lane to pitch to home plate.

PITCHING CIRCLE

The turf pitcher's mound shall serve as the Pitching Circle.

PITCHING COACH

The pitching coach shall keep his front foot behind the front pitching line. A second line is painted at 35 ft for reference only if a coach wants to pitch from further way. The pitching coach may instruct the batter while in the box, but may not after the ball is put in play. If the pitching coach or umpire is accidentally or unavoidably struck by a batted ball the play will be ruled a dead ball: The batter-runner will be awarded first base and no runner(s) will advance unless forced. If a coach violates this rule after the ball is pitched obstruction shall be called.

Additional penalty: All coaches shall position themselves as to not be an obstruction to the defensive team on any possible play once the ball has been hit. If a coach violates this rule before the ball is pitched, the first offense is a warning; second offense is removal of the coach for the remainder of the game.

SCOREKEEPING

The home team will be responsible for keeping the official book and the guest team will keep the scoreboard.

LINE-UPS

Head coaches will deliver one copy of their line-up to the opposing coach and umpire prior to the game. Line-ups will include: batting order and uniform number. All players will bat and play in the field. Players in the batting lineup who are not present for their turn at bat are an automatic out. Players may join the game late in either half inning.

LENGTH OF GAMES

Complete games shall be 5 innings and may end in a tie. Games are 60 minutes long. No new inning may start after 60 minutes of playing.

RUNS PER INNING

Teams will be limited to 7 runs per inning. Upon scoring the limited number of runs, the umpire will declare side out.

RUN RULE

Any team leading by 15 or more runs after 3 innings, or 8 or more runs at any time after 4 innings, shall be declared the winner.

STRIKES

The batter shall receive a maximum of (6 pitches or 3 swinging strikes). The at-bat will continue on foul balls. If the batter does not swing at the 6th pitch, he is out. No more swings

SLINGING A BAT

If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners may advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is not an appeal play.

BUNTING

Bunting is *NOT* permitted.

INFIELD FLY RULE

The infield fly rule is not in effect at any time.

LEAD OFF/STEALS

Runners shall not lead-off or steal bases. Runners shall not leave the base before the ball is hit or reaches home plate. .

OVERTHROWS

Base runners may advance on an overthrow at the risk of being thrown out.

ADVANCING

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the lead runner is not attempting to advance.

Note: When a runner stands 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.

BATTER LINE-UP

All teams will bat round robin. If a batter becomes disabled during a game and cannot bat, it is not an out. All subsequent players will move up in the lineup. If a child is sick before a game, leave the player out of your line up and inform both the opposing coach and press box. This player cannot enter the game. If a team falls below 8 in the batting order, at any time during the game, the game will be declared a forfeit.

ON DECK BATTER

All offensive players must remain in the dugout. The next batter due to hit may stand in the area between the dugouts behind the backstop (field 5) or in the designated batting area (field 4).

LATE PLAYERS

If a player arrives after the start of the game, the player must be inserted at the bottom of the batting order. You must notify the opposing team's head coach of the additional player added to the line up.

DEFENSIVE LINE-UP

All players will play defense and bat. Players will take normal defensive infield positions and all additional players are outfield. All outfielders must be in the outfield grass, behind the painted arc, until the ball is pitched. Teams may freely arrange defensive players in their line-up. Players on the infield should be in their "standard" positions; no shifts, extra players on or around the mound, etc.

PITCHER POSITION

The defensive player listed as pitcher shall not leave the pitching area until the ball is hit.

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.

TIME-OUT AND CONFERENCES

Only one (1) conference will be allowed with each batter during that batters' time at bat.

Coaches may not call time out to confer with base runners. The defense is allowed 1 (one) conference per half inning

EJECTIONS

Any coach or spectator ejected shall leave the ball park for the remainder of that game and may face additional suspension as determined by the Lakeview Playground Code of Conduct. Failure to leave in a timely manner will result in a forfeit. Any player that is ejected from a game will be disqualified for the remainder of that game and may face additional suspension if decided by the league director.

OFFENSIVE CONTACT RULE

If a runner attempting to reach any base intentionally and maliciously runs into a defensive player in the area of the base, he will be called out on the play and can be ejected from the game. The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach the base. The umpire will be the sole judge of whether the player should be ejected. This is not an option for an appeal on this type of call play.

DEFENSIVE OBSTRUCTION

Defensive obstruction occurs when a fielder impedes a runner's progress to a base while not in possession of the ball or in the act of fielding it. The obstruction can be intentional or unintentional, and even without physical contact, if a fielder's actions hinder a runner, it can be ruled as obstruction. The umpire may call the ball dead and award the obstructed runner at least one base beyond the base last legally touched before the obstruction. If a play is being made on the obstructed runner, the umpire will award the runner at least one base beyond the base they were obstructed from. If no play is being made on the obstructed runner, the umpire may allow play to continue and then impose penalties to nullify the obstruction.

Lakeview Code of Conduct and Discipline Plan for Players, Coaches, Parents and Spectators

This Code of Conduct and Discipline Plan applies to all Lakeview players, coaches, parents and spectators.

1. Purpose

The Code of Conduct is intended to place a renewed emphasis on parents, players, and coaches abiding by the rules and regulations of the game. It is expected that everyone will maintain a cooperative attitude while upholding the ideals of sportsmanship and promoting a safe, respectful, and enjoyable environment for youth sports participants. Always remember that this is a youth sports organization and that the game is for children and not for adults. This Code of Conduct also includes a discipline plan which outlines behavioral expectations and consequences for players, coaches, and parents. This policy supports positive development, accountability, and community standards.

2. Core Expectations

Six Pillars of Character:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

For Players:

- Demonstrate respect for teammates, opponents, coaches, and officials.
- Refrain from using profanity, taunting, or unsportsmanlike conduct.
- Attend practices and games consistently.
- Accept decisions by officials without protest.
- Always follow team and league rules.
- Not use any form of intimidation or bullying against another player, coach or umpire.

For Coaches:

- Model good sportsmanship always.
- Encourage effort, teamwork, and discipline over winning at all costs.
- Refrain from yelling at players, officials, or opponents.
- Communicate constructively with parents and league staff.
- Never physically or verbally abuse players or referees.
- Only the head coach may approach an official to question a call.

- Coaches have tremendous influence, for either positive or negative on the education of the player and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.

Parent Code of Conduct

Parents play an essential role in supporting their children in sports. To create a safe, positive, and family-friendly environment, all parents must follow this Code of Conduct.

Expectations:

- Remember that youth sports are for children to learn and have fun — not for adult competition.
- Be a positive role model by showing respect for players, coaches, officials, and spectators always.
- Encourage sportsmanship, teamwork, and fair play.
- Never use profanity, taunt, or show unsportsmanlike conduct toward officials, coaches, players, or other parents.
- Support coaches and referees; do not confront or question them during games. Concerns should be discussed calmly later.
- Help ensure a safe environment by keeping the fields and stands free of drugs, alcohol, tobacco, and litter.
- Respect league rules, including equipment use, dugout/field restrictions, and helmet requirements.
- Teach children to play by the rules, respect others, and handle mistakes with maturity.
- Never ridicule or yell at a child — yours or others — for mistakes or losses.
- Emphasize effort, skill development, and fun over winning.

3. Discipline Framework

Important Rule Regarding Officials:

- Only the head coach is permitted to question a referee's decision.
- Any assistant coach, player, parent, or spectator who argues a call may be ejected.
- Excessive arguing by the head coach may result in ejection, even on the first offense.
- A second offense of arguing by the head coach is an automatic ejection.
- Once ejected, a parent, coach, or player must leave the park immediately. Failure to comply may result in additional disciplinary action or suspension from future events.
- All offenses will be documented and kept on file. Offenses are cumulative per season, not per game.

Rule Violations:

Multiple or repeated rule violations may be considered offenses under this plan.

Examples include (but are not limited to):

- Use of illegal bats or equipment.
- Batting out of order.

- Improper fielder placement or disregard of league fielding rules.

League officials will use discretion in determining whether such rule violations count as warnings, minor offenses, or more serious consequences.

First Offense (Minor Infraction):

- Examples: Disrespectful behavior, inappropriate language, unsportsmanlike conduct, or certain rule violations, as outlined above
- Response: Verbal warning by league or park official, documented in the behavior log, and parent(s) notified (for players).

Second Offense:

- Response:
 - Players: Suspension for 1 game.
 - Coaches: Suspension for 1 game.
 - Parents: Removal from the next scheduled game.
 - Formal meeting with player/coach/parent, and league official.
- Formal written warning signed by a board member and offender.

Third Offense:

- Response: 2–3 game suspension or temporary removal from coaching responsibilities, probation for the remainder of the season.

Fourth Offense or Severe Violation:

- Response: Immediate suspension from league activities, review by disciplinary committee, and possible expulsion from the season or league.

4. Automatic Disqualifiers

The following actions may result in immediate ejection from the game and may constitute a severe violation, resulting in immediate suspension from league activities for the remainder of the season, or ejection from the league.

- Fighting or physical assault.
- Threats or intimidation toward officials or others.
- Use of discriminatory language.
- Possession or influence of drugs/alcohol at events.
- Arguing a referee's call by anyone other than the head coach.
- Failure to leave the park immediately after ejection

5. Appeals Process

Individuals may submit a written appeal to the league's discipline committee within 5 days of receiving a suspension. The committee will review within 7 days and issue a final decision.

6. League Responsibilities

- Train all coaches on this plan before each season.
- Ensure all players, parents, and coaches sign a Code of Conduct.
- Maintain fair and consistent enforcement.
- Keep detailed documentation of all incidents and resolutions.

7. Board Discretion

The Board of Directors reserves the right to impose more serious or immediate consequences for any offense, regardless of progression through the steps listed above, depending on the nature and severity of the conduct.

Reminders:

- Do not block driveways or exits.
- Keep the park clean and dispose of trash properly.
- Only coaches, dugout parents, league directors, and umpires are allowed in the dugouts or on the field of play.
- Batting helmets must be worn in cages and on the field when hitting.

9. Acknowledgment

All players, parents/guardians, and coaches must sign an acknowledgment form confirming receipt and understanding of this plan, including the Parent Code of Conduct, prior to participation.