

2026 MOC Rules

8U “Coach Pitch” Boys Division

MOC General Boys League Rules

1. **OHSAA Rules and Regulations are to be followed.** The following rules are supplement to and supersede OSHAA and are designed to assist the players to develop their skills while learning the game. No supplemental rule can change without the approval of the MOC Board.
2. Each association will have rules regarding coaches, player & spectator conduct. Each member team will respect and observe the park rules of each host facility.
3. It is the coaches’ responsibility to control their players, parents and spectators on the sidelines including conduct and comments to the other team’s players and coaches. Any player, coach, parent, spectator, etc. ejected from the game shall be suspended for that and the next scheduled game. The suspended person or persons must leave the game and go to the parking lot. Depending on the severity of the ejection, the MOC Board, in its sole discretion, may assess additional suspensions or actions. The Executive Committee of the MOC must be notified of all suspensions.
4. Unsportsmanlike conduct by players, coaches, parents or fans **WILL NOT BE TOLERATED**. Such behavior may result in forfeiture of the game.
5. Cheers and chants are encouraged. They promote teamwork, motivate players, and add to the player’s overall experience. No chants or cheers that taunt or make fun of the opposing team or individual players will be allowed. No “swing” or “hit” cheers will be allowed.
6. All offensive players on the field must wear a helmet. This includes the batter, base runner(s) and on-deck batter.
7. No metal spikes.
8. No player may sit two consecutive defensive innings.
9. The home team is the official scorebook.
10. A team must be fielded 15 minutes after the scheduled start time. A team can play with 8 players, but the 9th batter will be an automatic out. If a team does not have a minimum of 8 players to start the game, the game will be forfeited. Every attempt should be made to play the game. In the event of a forfeit, coaches and umpires should discuss alternatives to play the game which may include sharing players or playing shorthanded. Teams may finish the game with less than the required number of players they start with. Vacated positions in the batting order will be an automatic out.

11. Games are 6 innings with a 1 hour, forty-five-minute (1:45) time limit. A new inning cannot start after 1:45 hours. Umpires should record the official start time and notify both coaches.
12. Bases are 60" apart.
13. Home Field umpire will supply 2 new baseballs for each game.
14. Casts of any kind are not allowed.
15. Games are 6 innings unless the Mercy Rule or time limit comes to an end.
16. Field preparation should consist of hash marks at the halfway points between 1st and 2nd base, 2nd and 3rd base & 3rd base and home plate. A pitching mark or pitching rubber should be placed 32 feet from home plate.
17. There is a 1 hr. 45 min. (1:45) time limit. The Mercy Rule is 15 runs after 4 innings, 10 runs after 5 innings.
18. Maximum of (5) runs per inning-excluding the 6th inning and any required extra innings.
19. Base coaches must be adults. A team may have no more than (2) coaches on the playing field.

Pitching

1. Coaches will pitch all games from 32' to the back of home plate.
2. There will be a seven (7) pitch limit per batter, and no walks will be allowed. A batter will be called out after three (3) swinging strikes or if the batter fails to hit after 7 pitches. An additional pitch is allowed if the 7th pitch or any additional pitch is fouled off.
3. A coach pitcher must make every effort not to become involved in a live play. If a coach pitcher, in an effort to defend themselves, catches or is struck by a batted ball, the play is called dead. Base runners must return to the base they were on prior to that pitch, and the batter continues the at bat. The pitch does not count as a strike and does not count as 1 of the 7 allowed pitches.

Defense

1. A team will field a maximum of 10 players consisting of normal infield positions and up to 4 outfielders. If a team is playing with less than 10 players, they must play with fewer outfielders and fill all infield positions. The outfielders must be in an "umbrella" arrangement at least 20' behind the baseline.

2. A maximum of two (2) defensive coaches will be allowed on the field. They must be positioned behind the deepest outfielders.

Batting

1. The batting line-up will include all players who are present.
2. A team can only score a maximum of five (5) runs per inning, EXCLUDING the sixth inning and any required extra innings. Those innings will have no maximum.
3. Bunting is not allowed.
4. The infield fly rule will NOT be in effect.
5. Bats can be no longer than 33" in length.
6. All bats must be USA approved bats only.
7. No bats can have larger than a 2 5/8" barrel.
8. Coaches should check their team's bats prior to the game and remove any illegal bats.
9. If a player has an illegal bat and steps into the box, they will be called out and any runners advancing will return to previously occupied base - this will be done prior to the next pitch.

***Base Running-Revised ruling**

1. Any ball that is hit in the infield, the batter will ONLY get ONE base. (ex. Ball is hit to SS who fields it and overthrows to 1st base. Runner stays on 1st base. Any other base runner advances ONE base.)
2. If a ball is hit to the outfield, the defense must stop the lead runner or have control of the ball in the pitcher's circle for runners to stop.
3. The umpire will call time, after the pitcher (player) is in control of the ball with at least (1) foot inside of the pitching circle and **NOT ATTEMPTING** to make a play. The umpire will then position base runners according to their proximity to the hash mark that is placed halfway between bases. **NO ARGUING OF PLACEMENT BY THE COACHES WILL BE ALLOWED.**
4. The pitching circle should be as close to an 8-foot radius as possible. It can be the dirt area of a mound if the field is a grass infield. This should be clarified to both coaches at the beginning of the game.

5. The coach pitcher should make every attempt to get out of the play after the ball is hit by going into foul territory beyond the 3rd base line. If a live ball comes in contact with a coach pitcher (after it has been handled by a defensive player) the ball will be dead. The umpire will then position base runners according to their proximity to the hash mark placed halfway between bases. NO ARGUING OF PLACEMENT WILL BE ALLOWED.

6. There is No stealing. Base runners may not leave the base until the ball is hit.
7. No headfirst sliding – 1st offense will be a team warning to both teams and any player after will be called out.
8. All rules are subject to change before, during and after the season by the MOC board.

Tournament Rules

1. The tournament format may be a single or full double elimination format (including the “if necessary” game) unless an alternative format is approved by the MOC Board.
2. Teams shall be placed in the bracket by “open” draw with no regard for regular season record. Teams from the same “association” shall not be paired against each other in the first round of the tournament.
3. A coin toss before each game will determine the home team regardless of where the game is played. The home team will keep the official score book.
4. There is a 1 hr. 45 min. (1:45) time limit for tournament games. Games are six (6) innings unless the mercy rule comes into effect. The mercy rule is 15 runs after 4 innings, 10 runs after 5 innings. The Tournament Director reserves right to adjust games to finish tournament.
5. No defensive coaches will be allowed on the field.
6. Bats no longer than 33” and a barrel size no greater than 2-5/8” can be used.
7. All bats must be USA approved bats only.
8. Coaches should check their team’s bats prior to the game and remove any illegal bats.
9. If a player has an illegal bat and steps into the box, he will be called out and any runners advancing will return to previously occupied base. This will be done prior to the next pitch.
10. Each Team will supply (1) new baseballs to the umpire for each game.
11. Maximum of (5) runs per inning-excluding the 6th inning and any required extra innings.

