



### COACH PITCH GAME RULES

#### 1. **FIRST AND MOST IMPORTANT – THINK AND STRESS SAFETY AND FUN!**

2. A team must have no more than 10 players on the field. There shall be no less than 4 outfielders (unless there is a shortage of players) and no more than 6 infielders.
3. The batter limit will be determined by the team with the *smallest roster*. The batter limit shall be no less than 7 (unless there is a shortage of players) and no more than 10. If one team has less than 7 batters, they will only bat once through their roster; opposing team shall bat no more than 7 players.
4. The batting order does not change during the game. (Start next inning with next player on roster.  
*Example:* batter 9 makes 3<sup>rd</sup> out, next inning batter 10 is up 1<sup>st</sup>, etc.)
5. The home team will be provided with one new game ball for each home game.
6. No player will sit out more than 2 innings at a time during the game. An inning will consist of 3 outs or once through the batting order (whichever comes first).
7. Scores may be kept during the games, but the league keeps no standings and does not recognize wins and losses.
8. The length of a game shall be 4 innings, time allowing. Boy's regular season games will generally start at 10:30am, girl's games at 12:00pm. Do not start a new inning after one hour of play has elapsed.
9. Bases will be 50' apart. The pitching distance will be 30'.
10. The coach of the *batting team* will pitch to his/her team. Pitch overhand for boy's baseball, underhand for girl's softball. The coach of the *fielding team* will catch for his/her team.
11. Three (3) swinging strikes by the batter at pitched balls will be an out.
12. A base runner can be thrown out while running the bases or on a forced play according to established baseball rules. Any base runner tagged with the ball by a fielder, while not on base or on the wrong base will be out unless a time out is called.
13. Time outs are not automatic; they can be called (**when the lead runner stops**) by the adult pitcher or catcher **ONLY**.
14. The adult pitcher may leave the field during play (after ball is hit) as not to interfere. The adult pitcher **CANNOT** make a play.
15. The adult catcher must plant **one foot on the base** and catch must be made **between the elbow-width and between the chin and the knees**. The ball may make a bounce, but **MUST** hit the catcher in the target area. No other fielder will cover home plate; all plays at home must be thrown to the adult catcher. Play is dead when the ball is at or past home plate; the catcher cannot throw the ball back into the field of play.



16. **ONLY** the adult pitcher and catcher will call plays during the game, **NOT THE SPECTATORS** or other coaches.

17. In the case of an overthrown ball:

- On an overthrown ball that remains in play, runners may *only* advance one base **at their own risk**. If the fielders subsequently overthrow the ball a second time, runner again advances one base.
- On an overthrow to 1<sup>st</sup> or 3<sup>rd</sup> base that goes out of play (defined as an extension of the backstop out through the outfield; in the absence of a backstop, an imaginary line as defined by the opposing coaches prior to game time), **ALL PLAY STOPS** and base runners are awarded one extra base (the base the runner is advancing to *plus* one base).

18. There will be **NO** walks, bunting, base stealing, lead-offs, and helmet throwing or sliding.

19. A batter caught throwing the bat or helmet for any reason should be called automatically out **BY HIS OR HER OWN COACH**. It is up to the coaching staff to discipline their own players.

20. In the case of intentional collisions:

- By the base runner is an automatic out.
- By the fielder, **(THEY SHOULD BE WARNED)**; the runner is *safe*. Once again, coaches should discipline their own players.

21. Helmets must be worn while batting and running bases. The runner is not to take the helmet off until he/she has crossed home plate, is called out or the inning is over.

22. Uniforms (hat and shirt) must be worn for all games.

23. Players must have fielding gloves, hats, bats and any other personal items marked with names. Coaches and/or the league are not responsible for lost, stolen or damaged personal items.

24. All other rules not specified are governed by the established and accepted rules of organized baseball.

**THIS LEAGUE'S MAIN OBJECTIVE IS TO PROVIDE INSTRUCTION IN A SAFE AND FUN ENVIRONMENT!!!!**