



Coach–Pitch Rules

*Balls should be the

Game & Length

1. All games will be 6 innings OR a drop dead time of 45 minutes **No new innings after 45 minutes of game time*
2. If the game is tied after the 6 innings or the time has expired, the game will end as a tie unless discussed by coaches PRIOR to game start.
3. 6 run rule per inning, except the final (6th) inning which will be unlimited.

Procedures & Policies

1. Home team is responsible for keeping the official ‘book’ (score and outs).
2. Calling Outs:
 - a. 1 Defensive coach will be in the outfield to instruct the defense and will umpire 2nd base. The 1st and 3rd base coaches will umpire their respective bases.
3. **“Flex” baseballs should be used. No regulation baseballs. Recommended: Diamond Flexiball baseballs**

Pitching and Batting

1. Coaches will pitch to their own team. Pitches must be overhand and the coach will pitch from the first rubber at approximately 40 ft. ***Coach should pitch from a knee or sit on a bucket to help reduce arm angle and make pitches more realistic.*** *Pitching machines may be used but are not required. If you supply a pitching machine, please allow both teams to use it.*
2. If the pitching coach is hit by the ball or interferes with play, the play is ‘dead’ and counted as one of the 7 pitches.
3. Batter will receive 7 pitches to get a hit. No Strikeouts after 3 swinging strikes. If the player has not hit after 7 and the pitches are hittable, the player is out. Use common sense to determine if pitch is “hittable”

4. If a batter fouls off the 7th pitch it will be counted as a foul ball and he will get another pitch.
5. All players on the official game roster must bat in the lineup.
6. Players will receive one warning for a thrown bat; a second thrown bat will result in an out by the player.
7. Helmets must be worn from the time a player leaves the dugout until the time the player returns to the dugout.

Base Running

1. Feet first sliding is allowed when a player is being played on. No head first sliding unless diving back to the base.
2. Runners may advance as many bases at their own risk off a hit. If an overthrow leaves the playing field, a runner may advance 1 base.
3. If an overthrow at 1st base is made, runners may not advance. We want to teach the kids to make good hard throws to 1st base.

Coaches should use good baseball judgment on advancing runners and especially on scoring runners. It is not difficult to advance runners and score runs at this level. Our objective as coaches should be to teach the game of baseball. Excessive base running is not encouraged. Do not advance runners on overthrows or errors in fielding. Advancing two bases on balls hit deep into the outfield is acceptable - i.e. rounding first for second base or scoring from second base.

4. NO STEALING! NO LEADING OFF UNTIL THE BALL CROSSES THE PLATE; RUNNERS LEAVING EARLY WILL BE CALLED OUT!
5. No runner may advance when the pitcher (**player or coach**) has the ball. Coach pitchers should use reasonable effort to help collect the ball if thrown to them. If offensive base runner is over half way to a base when the player or coach pitcher collects the ball, he may proceed. If under half way, the player must return to the previous base. Coaches must use fair judgment.

Substitutions and Defense

1. Maximum of 10 players on the field
2. Players must stay in the same position for the entire inning

3. Rotate players at least every 2 innings. Players must play at least 1 inning per game in the infield.
4. No infield fly rule
5. The pitcher should remain even with the pitching rubber and within 5 feet to the left or right of the rubber. *Players playing the 'pitching' position **SHOULD** wear a helmet w/ protective mask
6. The infield needs to be in regular fielding positions. No shifting or "rover"
7. The outfield (4 players) must be on the outfield grass
8. Catchers must wear full catching gear (provided by each team)
9. 1 coach will be allowed on the field for defense and should be positioned generally in center field

Additional Rules

1. Coaches and players are responsible for cleaning up their own dugout after the game.
2. Unsportsmanlike conduct will not be tolerated. If a coach, player, or fan is ejected from a game he or she must leave the park immediately. Further problems from the team may result in a forfeit of the game.
3. Teams are required to exhibit sportsmanlike conduct after each game by shaking hands and greeting each other.
4. **Bat Rule Updates:** All bats must be certified by the new USA Baseball Bat Standard and have the USA Baseball stamp on them. 2 5/8" bats are allowed with no restriction of length to weight ratio (drop). 2 1/4" bats will still be allowed if they too are stamped with the USA Baseball stamp. **NO EXCEPTIONS**