

Coach Pitch Specific Rules

CP. A. General Rules

1. Scores are not kept.
2. The team coaches will serve as umpires.
3. Outs are not kept. The full line-up bats each half inning.
4. Games will be 1 hour in duration or 5 innings.

CP. B. Playing Field Dimensions

Home to 1st base: 50'

Home to 2nd base: 70' 8½"

Home to Pitcher (Manager or Coach): 35' *

* 25-30' is suggested so that batters can develop timing for pitches, but this may be varied as needed.

CP.C. Players and Positions

Regular baseball positions, *except*:

1. The pitcher and catcher shall be coaches from the batting team; they will not become involved in any plays once the ball is put in play.
2. The defensive team shall have a "pitcher-fielder" who shall play the defensive position normally played by the pitcher. The pitcher-fielder should position him/herself before each pitch, approximately three feet to the side and two to three feet behind the "coach-pitcher." The pitcher-fielder is responsible for covering home on plays at the plate. The defensive team stops a play when the ball is returned to the pitcher-fielder or after the batter is put out or successfully reaches base; any runners less than halfway to the next base are returned to the previous base (unless it is already occupied). *The pitcher-fielder is required to wear a batting helmet with faceguard for protection.*
3. The defensive team may have additional players in the field. One positioned near second base (a second shortstop) and the remainder of the roster positioned in the outfield.
4. If a team is short on players, they may borrow players from the other team to play in the field. These players will still bat for their own team.

CP.D. Batting

1. Managers should use a continuous batting order. Every player on the team must be in the batting order and bat each inning.
2. An inning does not end after three outs. Players making an out shall remain on base. Coaches should announce to the other team when their last batter is batting.
3. No base on balls (walks) will be issued.
4. Players have five swings to put the ball in play. If unsuccessful, a batting tee will be used by the player to put the ball in play.
5. No bunts will be permitted.
6. No bat throwing will be allowed. Coaches are encouraged to work with players who may have difficulty with this.
7. Batting helmets must be worn by all batters.

CP.E. Base Running

1. The Batter/Runner may run to first base on a ball hit in the infield and up to second base on a ball hit into the outfield. Coaches are encouraged not to be overly aggressive on the bases.
2. Runners may not advance an extra base on overthrows.
3. No steals or leadoffs will be permitted.
4. Batting helmets must be worn by all base runners.
5. Runners may leave their base once the ball is put into play by the batter.

CP.F. The Game

A game is considered complete after five innings or 1 hour, whichever comes first. 2 innings will constitute a complete game. In the event of a game being stopped due to weather or field conditions.