

# CVLL COACH PITCH LEAGUE RULES

## General

1. All games will be 6-innings or 1 hour - 15 minute time limit. For the purpose of enforcing the time limit, the beginning of an inning will be immediately after the third out in the bottom of the previous inning.
2. Home team occupies the third base dugout / Visitors occupy the first base dugout.
3. Home team manager is responsible for getting the diamond ready for play (setting up bases) and the visiting team for providing a scorekeeper.
4. 4 run maximum per inning.
5. 2018 USA Baseball Standard Bats only (must have USA Baseball on bat taper).
6. Players must remain in the dugout if not playing defense or batting. No practice swinging allowed anywhere on the field or in the dugout.
7. Coach Pitcher will call plays at home plate.
8. First and third base coaches will call the plays at the bases.
9. The coach-pitcher must leave the playing field when a ball is in play. The coach-pitcher may not leave the mound except when the ball is in play (intent is to prevent the coach-pitcher from leaving the mound to coach a batter or runner). The coach-pitcher may not coach the base runners when a ball is in play. However, they may talk to the runners between pitches. Also, the coach-pitcher may instruct a runner to slide at home plate.
10. If an adult is standing behind the catcher to help retrieve balls and to speed the flow of the game, they are not allowed to interfere with the game, instruct players, or position fielders.

## Pitching

1. Coach will pitch from the flat area directly in front of the mound.
2. The coach-pitcher will pitch to their own team. The pitch must be thrown via Blue Flame.
3. For the first half of the season, each batter will get 5 pitches; if after 5 pitches, no ball is in play, batter is out. For the second half of the season, still a maximum of 5 pitches. Strikes will only be called when batter swings and if batter swings and misses three times, he/she is out. The one exception (in the entire season) is if the batter fouls off the 5<sup>th</sup> pitch. Then they will get one, and only one, additional pitch.
4. No walks. Balls will not be called.

## Fielding

1. All players must play two full innings in the field, including at least one in the infield.
2. Teams will play maximum 9 players on the field. Five in the infield and four in the outfield.
3. Coach Pitcher will not make any attempt at fielding a live ball. If ball comes in contact with Coach Pitcher for any other reason, the ball is live and play continues.
4. Ball is considered dead and runners can no longer advance once Kid Pitcher has possession of the ball at the pitcher's rubber.

5. Kid Pitcher must play their defensive position in-line with the rubber and within 3 feet of the rubber either side. Once Coach-Pitcher starts wind-up, Kid Pitcher cannot move from their defensive position until ball is hit by batter.
6. All infielders must be on the dirt portion of the infield until ball is hit by batter. All outfielders must be on the grass until ball is hit by batter. If they are not, the play will be replayed. This is a judgment call by base coach umpires and cannot be appealed.
7. The defensive pitcher MUST wear a protective helmet with mask.

## **Hitting**

1. All players bat in a continuous order.
2. 2018 USA Baseball Standard Bats only (must have USA Baseball on bat taper).
3. NO BUNTS ALLOWED AT ANY TIME. NO WALKS.
4. A ball that is not hit past the “minimum distance arc” (20 feet from home plate) is considered a foul ball. Balls hit inside the arc will be counted as a strike, except when the batter has 2 strikes on them. With 2 strikes the ball will be considered foul.
5. Throwing the bat is not permitted. If bat is thrown by hitter, play must be replayed.

## **Running**

1. No player can score from third base unless hit in or played upon. If the ball is in the outfield the player can score (runner cannot steal home, score on passed balls, etc.).
2. On an overthrow in foul territory, the farthest that a runner may advance to is 3rd base, at their own risk.
3. On an overthrow resulting in the ball going out of bounds (dead ball / out of play), the runner gets the base he/she is going to plus one.
4. On an overthrow in fair territory, the runners from 1st and 2nd may only advance to 3rd base at their own risk.
5. Any hit ball in the outfield (non-overthrow) is considered live and the runners may advance as many bases as the defense will allow.
6. Base runners may not leadoff until the ball crosses the plate.
7. Runners must slide or avoid fielders to avoid contact. No contact at any time.
8. No stealing is allowed.