

COACH PITCH
BASEBALL & SOFTBALL
(6-8 years old)

1. All players present must play at least 2 innings in the field.
2. A continuous batting order will be used with all players present in the line-up. No out will be given for a batter missing an at bat.
3. Free substitution is allowed.
4. The coach is the pitcher. The ball may be pitched by the coach from any distance needed to allow the player to hit the ball. In baseball, the pitch will IDEALLY be thrown over handed. In softball, the pitch will IDEALLY be thrown underhanded. However, coaches may use their discretion, and can choose to pitch under or overhanded to help a player have a successful at bat.
5. A batter is called out after failing to hit the ball into fair territory after 6 pitches have been delivered by the coach. A player may strike out before the 6th pitch. Foul balls and foul tips are considered strikes. A batter is not out on a foul ball or foul tip, (even on the 6th pitch) unless the foul ball is caught by the catcher or other fielder.
6. Batters are not allowed to bunt or swing easy. Penalty: the batter shall be called back to the plate, and a strike will be called. The ball is dead and runners may not advance.
7. If the batter hits & the ball comes in contact with the pitching coach, the ball is dead & does not count in their pitch count.
8. Throwing the bat will result in a warning directed to the player and coach by the umpire. If the player throws the bat again the player and coach will be warned for a final time. If the bat is thrown for a third time the player will be called out. IF at the next plate appearance after the player was called out the batter throws the bat once again there will be no warning and the player will be called out immediately.
9. Due to the difficulty of mastering the catching position at this age level, it is advisable to have the catcher stand away from the batter (home plate) 5 or 6 feet. Catcher's helmet and chest protector are required. Shin guards are optional.
10. There is no infield fly rule.
11. After hitting the ball into the outfield, a player may take as many bases as possible until the ball is secured inside the 3-foot line behind the bases. Any runner trying to advance or return, even illegally, can be tagged out. A base runner that has made it halfway to the next base before the ball was secured inside the 3-foot line, may proceed to that base. Once the umpire stops play, the umpire will return illegally advanced runners back to the appropriate bases.
12. Runners may not advance on overthrown balls from infielders inside the 3-foot line, or overthrows to 1st base from any position.
13. Runners on base may not leave the base until the ball is hit.
14. When playing with 10 players, you have one player at 1st, 2nd, SS, 3rd, 4 outfielders, 1 pitcher, and 1 catcher. With 9 players, play with 3 outfielders. With 8 players, no pitcher and 3 outfielders. Less than 8 players will be considered a forfeit, but may be played for experience with players borrowed from other team if agreed upon by both teams.

15. Coach pitch teams can borrow from other teams if they have fewer than 9 players. Borrowed players **MUST** play the outfield and bat at the end of the order. Borrowed players **MUST** be Coach Pitch age or below; a player from a division above may not play down. **Borrowed players MUST be registered with the Pike County Little League.**
16. **No team shall score more than 5 runs in one inning. No game shall have more than 6 innings. The 6th inning, or last inning as determined by the umpire, will be played until 3 outs are recorded or the losing team concedes victory to the opponent.**
17. The TIME LIMIT is 1 hour and 30 minutes. It is the umpire's responsibility to determine and announce the last inning. If a new inning begins, both teams may bat if needed. An inning started after 1 hour and 20 minutes will be considered the last inning, and played until 3 outs are recorded for both the home and away team, or the home team earns enough runs to obtain a victory before their last at bat is completed.
18. There is no ten-run rule. BUT, if a team is up 20 runs after 5 innings, the game is over unless the team losing wants to play another inning for practice if time allows.
19. Bases are 60 FT. with 3 ft line behind bases. A restraining line will be drawn from foul line to foul line through the pitching rubber at a continuous distance of 33 feet from home plate. No player is allowed inside this line until after the ball is hit.
20. Four coaches total will be allowed into the dugout area per team. During fielding 1 or 2 coaches are allowed on the diamond to help supervise & instruct. During batting 2 base coaches & a pitcher coach are allowed on the field. The coaches cannot physically assist any player during a live ball situation while on the field.
21. Walk up music is allowed under the following conditions: 1) Music doesn't interfere with or delay the play of game 2) Music isn't derogatory 3) The volume of the music doesn't impede a coach's ability to communicate with his players 4) Umpires and league officials, at their discretion, may ask a team to adjust or discontinue the music at any point in a game.
22. The home team is required to keep the official score book or GameChanger, but it is highly recommended that the visiting team maintains one also. Score discrepancies during a game should be addressed immediately between scorekeepers, and prior to the game being officially ended by the umpire.
23. **Bat: USA stamp.**
24. **8U Softball will use a 10" ball.**

