

HILMAR STEVINSON YOUTH BASEBALL/SOFTBALL

Coach Pitch Rules 6 & UNDER

ALL RULES ARE FROM THE CURRENT NFHS RULE BOOK, WITH THE FOLLOWING EXCEPTIONS:

1. Age limit for this division: Player must not exceed the age of 6 years old as of May 1st.
2. Pitching coach must be at least 15 feet from home plate at the release of the ball. Base length is 60 feet.
3. Time limit is 60 minutes or 6 innings.
4. All players are in the offensive line-up. All players on roster will bat in succession.
5. Each player must play a minimum of 2 (two) full innings.
6. Each team may field 10 (ten) defensive players. The 10th player must be in the outfield position in an equal distance or alignment with the other 3 (three) outfields. AN ADDITIONAL COACH MAY ASSIST WITH THE DEFENSE IN THE INFIELD.
7. Coaching staff pitches to own players. UNDER HAND OR OVER HAND PITCHING ALLOWED, COACH MAY PITCH FROM ONE KNEE.
8. Batter gets a maximum of 5 (FIVE) pitches. Three strikes are an out. Foul tip keeps batter alive. Bunting is not allowed. No walks. No out will be recorded if a player must leave the game.
9. No infield fly rule. Any ball hitting the pitcher (coach) is an out. Runners do not advance.
10. Base runners cannot leave base until the ball is hit, No Stealing! Sliding is only allowed to avoid a collision (No head first sliding).
11. Ball is dead when pitcher has control of the ball or both feet in the 9' circle. Base runner must reach base before pitcher has control or must return to previous base. Exception: Base runner has the right to advance 1 (one) base on any hit as long as a reasonable attempt has been made to advance.
12. After 1 (one) warning per team, any player who flagrantly throws the bat will be called out.
13. Batter, base runners and on-deck batter must wear a helmet. Any base runner deliberately removing his helmet while the ball is in play will be called out.
14. Catcher must wear all equipment (chest protector, mask w/throat guard, shin guards).
15. Catcher may have a pinch runner if he is on base with 2 (two) outs in order to hasten the game. Pinch runner is to be a non-starter or the person who made the previous out.
16. Line-up with full names and numbers to be given to scorekeeper 15 (fifteen) minutes before the game. This needs to be done on a consistent basis. All changes during the game are to be reported to the scorekeeper. Home team will be the official scorekeeper. Home plate umpire will be the official timekeeper.
17. Five (5) over run limit rule will be played. This rule allows a team when down by runs to match that of the other team and then surpass it by a maximum of 5 (five). If the score is tied or if a team is currently in the lead they may only score 5 (five) runs maximum in the inning.
18. There will be no open inning. If the home team is ahead and at bat when time expires or designated innings have been played, the game will immediately be over. If the visiting team is at bat and trailing they must at least tie the game or it is over immediately after the 3rd out. If the game must be called due to darkness (at umpire's discretion) before the final inning can be completed the score will revert back to the last completed inning.
19. All players must be in the dugout during the game.
20. No game times, dates or locations are to be changed without approval of HSYB board.
21. Any misuse of equipment will result in automatic ejection from the game.
22. No coach involved in the game will be allowed behind the backstop during the game.
23. If a coach or player is ejected, he/she will serve a 1 (one) game suspension. A 2nd ejection will result in possible removal from the league.
24. If a player is held out of a game for any reason, the opposing coach and umpire must be notified prior to the game.
25. Anyone using foul language near the players will be asked to leave. The next offense will result in being banned from the field for the remainder of the season.
26. There will be a minimum of 1 (one) umpire for all Coach Pitch games.
27. No protests will be allowed, all problems must go through HSYB board. Complaints requiring action must be made in writing.
28. Each coach should have a set of rules with them at each game.
29. Only 4 (four) coaches and players are allowed in the dugout.