

Northwest Forsyth American Little League Spring 2026
A Minors - Coach Pitch Baseball – Local Rules

The objective of Coach Pitch Baseball is to have FUN learning the fundamentals of the game while providing as many opportunities (positions and innings) as possible for each player to play defense and bat.

Bases: This division will be played utilizing 50-foot or 60-foot bases. If utilizing 50-foot bases, games will be played with “temporary” bases, or on the t-ball diamond.

Batting Order: All players present shall be in the batting order for the entire game. Free defensive substitution. See rule 4.04.

Playing Time: All players present shall play a minimum of three (3) full defensive innings per game. At least one (1) full defensive inning must be at an infield position which includes 1B, 2B, SS, 3B or Pitcher. It is recommended that all players present play a minimum of four full defensive innings per game with at least two of those innings at an infield position. **Please note that infielders must be positioned 2 feet behind the baseline as the pitch is delivered.**

Starting a Game: The goal is for rosters to have at least 10 players - the minimum to play a game is 7 players - opposing team to supply needed outfielders when possible. A total of four outfielders may be used to allow maximum play time as long as both teams have an equal number of positions.

Time Limit: Game length is 6 innings subject to the following time limit - no new inning shall start later than 1 1/2 hours after the start of the game. An inning begins as soon as the 3rd out/ or 5th run is made in the previous inning. On Mon-Thu, a new inning may not start after 8:00pm.

Run Rule: To meet our objectives, the 10-run rule and 15-run rule (4.10 e) will **NOT** be in effect.

Thrown Bat: 1st offense = play stands; umpire calls time and issues warning; **2nd** offense = play stands, umpire calls time and lets managers and official scorekeeper know that player is allowed to play defense only the balance of the game - spot in order is passed over - no automatic out.

Ending an Inning: An inning shall end when 3 outs are made or when 5 runs have scored (rule 5.07).

Stopping Play (with less than 3 outs): On a hit ball that does not leave the infield, play is stopped when no further play is being made by the defense. On a ball hit to the outfield, play is stopped when the ball is **CONTROLLED BY AN INFIELDER OR THE PITCHER IN THE INFIELD**. Runners that are **GREATER THAN HALFWAY** to the next base may advance, otherwise, they must return to the previously tagged base.

Overthrow to first base: If a play is attempted at FIRST BASE and fails for any reason, the runner may advance to 2nd base only, **but only at their own risk**. Other base runners may advance to next base **ONLY** if they are forced. This encourages making the right play.

Adult Pitcher: To foster proper hitting development, an adult pitcher will be used. The coach must throw the ball overhand and be no less than 20 feet and no more than 40 feet away from the plate. There will be a 5-pitch limit maximum per batter (if a batter puts a ball in play or strikes out prior to the 5th pitch, there are no additional pitches to that batter. If the 5th pitch is thrown and the batter does not swing or swings and misses, the batter is declared out. If the player fouls off the ball, they remain at bat.

Adult Pitcher Interference: A batted ball that unintentionally touches the Adult Pitcher before being touched by a player, will be ruled a dead ball. This will result in a complete reset of the play, with all runners returning to their previous base and no runs are allowed to score. The pitch will not count towards the 5-pitch limit. If it is ruled that intentional contact is made by an adult pitcher, the batter is ruled out and runners will return to their previous base.

Batters: Three strikes and the batter is out. Batter will receive up to 5 pitches from the coach. If the 5th pitch is fouled, the batter will remain at bat until a pitch is taken, put into play or there is a swing and a miss. There are no bases on balls.

Catcher Back-Up: One coach for the defensive team may be positioned in the proximity of home plate, in foul territory, for the purpose of expediting play by retrieving passed balls. This coach may not interfere with an attempted play.

Coaches: Up to 3 approved coaches may be utilized in a game while the team is playing defense.

Base Coaches: While on offense, a team may use two adult base coaches if desired provided an adult is in the dugout. For safety reasons, players may not be used as base coaches.

No digging is allowed: To maintain fields and prevent injuries, players may not dig while on defense. First offense is a warning, second offense is removal for that inning, and third offense is removal from the game.