

Coach Pitch Rules – Baseball & Softball

Players

- The defensive alignment should consist of
 - i. 4 outfielders equally spaced at least 25 feet from the baseline
 - ii. 4 infielders
 - iii. 1 infielder at the pitcher's position which will stand left or right of the pitching mound
 - iv. catcher
- All Players must hustle on and off the field of play without delay

The Playing Field

- The home team will take the 3rd base dugout and the visiting team the 1st base dugout

Uniforms

- Metal cleats are NOT allowed

Substitutions

- No player can sit out two consecutive inning (unless there is an injury)
- All players must play the infield at least twice per game

Batting Order

- Continuous batting shall apply
- Late arrivals will be placed at the bottom of the batting order

Game Coaches

- 3 adult offensive coaches are allowed on the field when the team is at bat; 1 to pitch, and the other two to coach 1st and 3rd base
- One defensive coach can be used to collect balls from behind the plate
- The coach pitching will be used as an umpire

Scoring

- 5 runs maximum per ½ inning
- The official score will be the score at the end of the game, if there is a dispute, the coaches keeping score should get together.
- If the home team is behind at the end of regulation time, after having their final at-bat, the game is over

Regulation Game

- No new inning should start after 1 hour and 15 minutes.
- Games that are tied after time expires will be called a tie. No new inning is to be started
- MERCY RULE: 11 runs after 4 innings, 6 runs after 5 innings

Putting the Ball in Play, Dead Ball and Live Ball

- The play is over when the umpire calls “Time”. The umpire shall call time after every play, and the ball is declared dead. League President to explain the rule...

The Batter

- On deck batters are not aloud
- Batters cannot swing the bat anywhere outside the playing field, inside the dugouts, or anywhere where there are other players in close proximity. Hitting sticks and soft toss are permitted in the outfield of the playing field under direct supervision of coaches. Players may swing the bat prior to the game also in the outfield grass away from any player.
- There are no walks
- There are no bunts, if a player squares to bunt the ball, he will be automatically out.
- The batter shall bat until he received a maximum of seven pitches, or he hits the ball is hit into play. The batter will be out if he swings at strike three. If the batter continues to foul the ball without being put out, the batter can continue to receive another pitch. **If coaches would like to change this rule, it must be discussed prior to the game starting, not during the middle of a game.**
- The batter/runner may only advance 1 base on an overthrow from any one defensive player to another *when the ball passes the foul line*. **This rule can be discussed with coaches prior to the game if you would like to change it.**

The Runner

- All runners must stop at the base they are going to when the umpire calls time. The umpire has the authority to return any runner to the previous base if in his/her judgement the runner was not entitled to advance when time was called.
- A runner may not steal on any base or advance on a passed ball
- A runner may not leave the base until the ball is hit
- The infield fly rule does not apply
- With 2 outs, a courtesy runner can be used for a catcher, but not in the last inning

Pitching

- An offensive coach shall pitch the ball in a normal pitching motion with at least one foot always on or around the pitching mound or circular dirt mound. We would prefer you not pitch on the mound, but just in front of the circular dirt mound.
- NO underhand pitching is permitted.
- They shall also be umpire. If there is a question about a call, the head coaches may get together to talk about it.