

Coach Pitch Rules

The purpose of this division is to further the players, age 7 & 8, knowledge and skills in the fundamentals and rules of baseball. The player will begin to train in hitting a pitched ball, which is thrown by an adult coach or pitching machine.

A. Teams will consist of ten (10) players (4 outfielders), game may begin with (8) players. If less than (8) players are present after (15) minute grace period, the game will be forfeited. A team may finish the game with (8) players. If team finishes with less than (8) players, the game will be forfeited. **(When a team has only (8) players a coach may elect to play (3) outfielders and no catcher. This will stand for entire game.)**

B. Teams will bat the entire roster. (Late players will be placed at the bottom of the batting order.)

C. Substitutions will be made in every inning. No player may remain on the bench for (2) consecutive innings except for disciplinary, illness, or injury reasons. The head umpire and opposing manager must be notified in advance.

D. The manager, coach, or designated pitcher will pitch to his/her own team. Pitching coach's foot must stay inside circle during delivery of pitch.

E. The batter will receive five (5) pitches. If 5th pitch is not hit fair the batter is out. No strikes considered. No walks or hit-by-pitch allowed. Umpire will announce the last pitch.

F. No stealing.

G. If the coach pitcher is struck with a batted ball, play is declared dead. Batter is awarded 1st base, and all base runners are entitled to (1) base only. The Coach Pitcher must make an effort to avoid interference or obstruction with play or player. **It is the judgment of the umpire if runner or batter out.**

H. Catcher must make an attempt to stop pitched ball.

I. Any pitched ball that passes the catcher is a dead ball. **No advance.**

J. Coach Pitcher may coach **batter only**, until ball is pitched. Coach Pitcher must not coach while ball is in play. **Penalty: Judgment of the umpire; 1st will be warning, 2nd will result in removal of coach pitcher.**

K. Ball must be returned to coach pitcher at mound. Play stops only when pitcher has control of the ball inside of circle. If runner appears more than halfway they will advance. Umpire will decide advancement.

L. No bunting in Coach Pitch. **Penalty: batter is out.**

M. (½) inning is completed when a maximum of six (6) runs per team, or three (3) outs per team. **Exception:** Last inning.

N. No runner may score from 3rd base to home unless:

1. Forced
2. Advanced by hit ball
3. There is a pick-off by a player at any base. Note: A wild throw to the pitcher from the catcher, or an error by the pitcher receiving a throw by the catcher, does not allow a runner to advance from 3rd base. It is solely the judgment of the umpire to determine if the catcher's intent was to throw to the pitcher or another player.

O. No inning may start after 1 hour and 15 minutes; there will be a cold cut off at 1 hour 30 minutes.

P. Ten (10) run rule; game over after (4) innings.

Q. Pitching and base coach may not interfere with defensive player or base runner. An out will be called for the interference.

R. Pitching coach must pitch over hand and standing upright. No lob pitching.

S. Overthrows to 1st and 3rd base; ball remains live as long as it remains on orange dirt or stays in fair territory. Overthrows going onto the grass in foul territory; the base runner will be awarded one base only (Dead Ball).

T. Infielders must know to stay out of baseline unless they possess the ball or are receiving a throw from another player. Umpire will award a base runner another base for interference.

U. Outfielders are to play at least five (5) feet onto grass. Only when a team is unable to field (4) outfielders may a coach play an outfielder in straight center field. This fielder must be placed at least five (5) feet onto grass.

V. No infield fly rule.

No team shall have more than fifteen (15) players on the official roster sheet.

T-Ball and Coach Pitch teams may have three (3) coaches.

Each team must have a certified member of the coaching staff present at games.

Any team forfeiting three (3) regular season games may be considered for elimination from competition for the remainder of the season.

The umpire is required to review and sign the official score sheet. Any protest shall be documented providing the circumstances, the specific rule in question, and the time of the protest. This shall be done at the completion of the game.

Each manager shall be supplied with a copy of these rules. He/She shall acquaint his/her players, coaches, sponsors, and team followers with the contents of these rules.

Any individual violating any of these rules is subject to the penalties, as outlined in the rules of this book.

Ignorance of said rule or rules shall not be accepted as an excuse for any violation

Only one (1) manager or designated coach may approach the umpire to question or dispute a call. **NO EXCEPTIONS**

The 1st named or numbered team on the league schedule during the regular season shall be the home team. **Note:** Home team supplies game balls (1 new and 1 good used ball)

In **all divisions**, substitutes will enter when team takes the field prior to the first pitch. Teams will bat the entire roster. No player may sit on the bench for two (2) consecutive innings. (**A violation will constitute a penalty or possible forfeit.**)

Regulation games in all divisions shall be 4 and ½ innings if the home team is leading, or 5 innings if the visiting team is leading.

If during a regular season game, the losing team is down by 10 or more runs, and has batted five (5) times; the head umpire shall terminate the game in favor of the leading team.

All players and subs must be listed on the game sheet before the game begins. If player has not arrived by the 4th inning, player cannot enter the game.

Teams may start and finish with eight (8) players. If a team cannot field eight (8) players to start or finish, the game will be forfeited in favor of the team with the full roster. **Note:** No out is recorded for the missing player.

If a batter **intentionally** throws the bat, he/she will be ejected from the game. This will be determined by the umpire. Ball will be dead, no out applies. Substitute will assume ejected batter's existing count at the plate. **Unintentional** throwing of the bat will result in a Team Bench Warning. Next incident will result in the batter being called out. Ball will be dead.

If a player is ejected for any reason or injured, and there are no subs, the opposing manager can pick a player to re-enter the game

The playing times of games 1 Hour 15 Minutes / 5 Innings

*Each division will consist of 6 runs per inning.

Teams not ready to start within fifteen (15) minutes of the official start time, shall forfeit the game. Should both teams violate this section, both teams shall forfeit and be charged with a loss.

In all divisions, the game will immediately start during the fifteen (15) minute grace period once both teams have eight (8) players. **Scheduled time** is starting time. **Delay time** is time lost. Umpire delay for rain, field conditions, etc. is **extended time**.

The time of the umpire shall be the official time for governing games.

Coach Pitch Ball = 8.5oz

Catchers must wear a catcher's glove

Catchers must wear protective head gear; a facemask and helmet with ear protection. **Penalty:** Game suspension during regular season.

Catchers (male/female) must wear a protective cup.

Catchers must wear a minimum 2 inch throat guard or extended mask.

Players must not wear watches, rings, pins, jewelry, or metallic items.

Shoes with metal spikes, metal cleats or screws on cleats are strictly prohibited

No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball

Players in **all divisions** must wear the "coverall" type head gear while batting, running bases, or coaching the bases. **No "On-Deck" batters Penalty: If a batter or runner intentionally removes or dislodges his/her head gear while running the bases or batting, he/she shall be declared out if a play is being made on the runner.**

In between innings, any player warming up the pitcher on the field must wear protective head gear

No non-baseball attire or equipment will be permitted on any field. If there is a medical need for the use of such items as crutches, canes, casts, etc. by any player, coach, assistant, or manager; that member will be restricted to the dugout area. Furthermore, any equipment deemed unsafe by the umpire will be considered unacceptable and will be removed from the playing field.

Runners do not have to slide unless necessary to avoid contact. No runner may hurdle the defensive player to avoid the tag. **Penalty:** This is a judgment call by the umpire as to whether obstruction or interference applies. Runners may be declared out and may also be ejected from the game, if action deemed intentional.

All players must remain clear of the dugout doorway.

No on deck batters

Game Forfeit will occur when a team:

- A.** Fails to obey, within a reasonable time, the umpire's order to remove a player, manager, or coach from the playing field and immediate area.
- B.** After warning by the umpire, a player, manager, or coach willfully and persistently continues to violate any rules of the game.
- C.** After warning by the umpire, a player, manager, or coach intentionally employs tactics designed to delay or shorten the game.
- D.** An ineligible player, manager, or coach participating in a game.