

Coach Pitch Rules

Coach Pitch:

Major League Baseball Rules will be followed, except as noted in this set of Rules;

A team may have a manager and three (3) coaches.

Time/Innings: 5 Innings - (Each 1/2 Innings = 6 Runs), or 1 Hour and 15 Minutes Limit. No innings shall start after 1 hour and 15 Minutes of play. Any Inning still in progress after 1 Hour and 15 Minutes must be completed. (½) inning is completed when the offensive team has scored six (6) runs or three (3) outs have been made.

Exception: Last inning = Unlimited Runs. Umpire will announce last inning, before the start of the final inning.

Strike Outs: 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.

Mercy Rule: Ten (10) run rule; game over after (4) innings.

Players: (10) players, consisting of four (4) outfielders. (8) Minimum to Start and Finish a Game. If less than (8) players present after fifteen (15) minute

Grace Period, game will be forfeited, unless the exception below is enacted. If total number of players falls below (8) players during the game at any time, the game will be forfeited. No out is recorded in line-up spot for missing, ejected, or injured player.

Exception: A game may be played with 7 Players, provided both Team Managers agree, and such decision is written and signed on the game sheet. In this case, the game and it's outcome shall be deemed an official game. Umpires will Umpire these Games.

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

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

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

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.

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.

Pitcher: 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.

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

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.**

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.

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.

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

Catcher must make an attempt to stop pitched ball.

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

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

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.

Infield Fly: Not enforced

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).

Stealing & Leadoffs: No stealing of bases.

No lead off from the bases until the batter swings.

Penalty: runner is out.