



Coach Pitch League

General:

1. All batters and base runners must wear protective helmets. Catcher must at least have a catcher's helmet and chest protector on.
2. Game time will be 1 hour or 5 innings, whichever comes first.
3. Teams must have 8 players to start a game but can finish with less in the event of injury.
4. A new inning will not start with less than 5 minutes remaining.

Playing Rules:

1. All players shall bat in succession throughout the game. Should a player arrive late, this player will be listed at the bottom of the batting order.
2. The team at bat will return to the field after they have committed 3 outs or after 6 runs have scored in that half of the inning.
3. Players will be required to stay in normal defensive positions and off of the baseline. All Players must play defense. **Players must be in normal defensive positions.**
(Coaches can choose to play with up to 10 on the field if they have an equal number of players, no team should be at a disadvantage due to small roster numbers. If they are missing kids, then the 6 maximum applies.)
4. In Coach-pitch, a designated coach shall pitch (4) four pitches, and only four pitches (*regardless of the "goodness" of each pitch*) to each of the batters entitled to come to the plate. If the batter hits the pitched ball, play shall proceed according to all of the rules. If the batter does not hit the pitched ball after four pitches, he or she shall proceed to hit from the tee with a zero-pitch count. The batter will have 2 attempts to hit the ball from the Tee. If, during the second attempt from the Tee, the ball is hit foul or doesn't clear the dead zone (line of demarcation), the batter is out.
5. A runner must remain in contact with the bases until the ball is hit. **STEALING BASE IS NOT ALLOWED.**
6. Base distance will be 55 feet with the pitching rubber 35 feet from home plate with a 15 feet diameter circle around the pitching rubber.
7. **PLAY IS CONSIDERED TERMINATED AND THE BALL IS DEAD WHEN:**
 - A. The player-pitcher possesses the ball within the 15' diameter circle, makes no attempt to put out an advancing runner and immediately walk toward the pitching rubber. To end all doubt, also instruct your pitcher to hold up his glove to clearly indicate he has abandoned his defensive effort. At that moment, the ball is dead, and all base runners will be directed by the umpire to return or advance to the nearest base.
 - B. A defensive player makes a deliberate and intentional throw toward the player-pitcher inside the 15' diameter circle to terminate the play, but because of a wild throw, or deflects off the pitcher, ends up outside the circle. The moment it leaves the circle, the ball becomes dead, and each runner may advance (1) additional base without liability to be put out.
 - C. On a force out when a wild ball is thrown that goes past the 1st or 3rd baseman and ends up in foul territory, and the umpire calls it a dead ball, each base runner may advance (1) additional base without liability to be put out.