

Minor League Coach Pitch / Machine Pitch Girls & Boys Rules



GENERAL:

1. Participants are currently in 1-2nd Grades.
2. Coaches are encouraged to hold a weekly practice for no longer than 1 hour.
3. Coaches are responsible for warming up their team prior to game time.
4. Games will be 50 minutes long. No new innings will begin after 45 minutes.

PRE-INNING WARM-UPS:

5. Pre-inning warm-ups for the fielding team will be led by the umpire between each inning. The umpire will stop the warm-up and resume play as soon as the batting line up is ready to go.

BATTING:

6. Each batter receives a **maximum** of six pitches from their coach or the machine (enough for a full count). Umpires will be calling balls/strikes from the pitcher's mound/home plate (depending on the type of pitching).
7. Players who receive 4 'balls' from the pitcher will walk to 1st base; 3 'strikes' will consist of a strike out. **Swinging attempts at a 'ball' will not count as a strike.**
8. If a fair ball is not hit from strike zone pitches, the batter is out.
9. Players will have the option of either a coach pitch or to use the pitching machine. All batters in a line-up must decide ahead of time which option to use and will be grouped accordingly (all machine hitters together and all coach pitch hitters together in the line-up). No tees will be allowed.
10. Coaches pitch from ~ 20 feet from home plate.
11. Coaches are allowed to pitch underhand or overhand based on the ability of the player at bat (overhand for more advanced and underhand for developing players). Ideally all players will be able to hit a ball from an overhand pitch by the end of the season.
12. Any ball accidentally hitting the umpire, coach, or machine is live and playable.
13. Any runner intentionally interfering with a play will be called out.
14. Batters must drop the bat after swinging. Any thrown bat, as deemed by the umpire, will result in the batter being called out with no advancement of runners.
15. Batter must make contact with the ball while in the batter's box, or batter is out.
16. **All** players bat each inning. After 3 outs, the bases should be cleared but the team will continue to bat until the team has hit through their lineup. All players who are called out **must** return to the dugout area.
17. Batters and catchers must wear helmets, even while running the bases.

DEAD BALL:

18. Any ball not hit into fair territory.

19. When the ball is returned to pitcher/umpire.
20. All dead balls will be called by the umpire.

FIELDING:

21. Fielding team will consist of all players on the team. Only six (6) players may be on the infield, the rest of the players must be in the outfield.
22. Catcher must retrieve balls intended for him/her and return them to the pitcher/umpire after the ball is dead. Ideally, all the missed balls will be collected and then returned to the umpire after each batter.
23. Pitcher must stand near the pitching machine or coach pitching until the ball is hit. Only umpires will be allowed to operate the pitching machines, no exceptions.
24. **Please rotate all players through all positions, especially pitcher and 1st baseman.**

BASE-STEALING:

25. No stealing. Runners must stay on base until the ball is hit. One base may be taken on an overthrow.

UNIFORMS:

26. Team shirts and hats are provided by the Recreation Department and must be worn at all games. Closed-toe shoes must be worn. Shorts are allowed.

PHILOSOPHY:

The intention of Minor League Coach Pitch/Machine Pitch Baseball is to stress a fun and active experience, skill development, and learning atmosphere. Have fun and make learning the game of baseball a great experience for the players and all that are involved!