Coach Pitch League Rules 1st/2nd Grade Girls * 1st/2nd Grade Boys



Game Time/Info:

- Games are 5 innings or a time limit of 50 minutes. No new inning will begin after 50 minutes.
- Home team is listed first on the schedule and will take the 3rd base dugout, regardless of the field location.
- Away team is listed second on the schedule and will take the 1st base dugout, regardless of the field location.
- Game time will start at the scheduled time, regardless of how many players are there to start. No forfeits.
- Score will not be kept.

Teams Size:

• Each team will have 8-11 players. All players will be playing on the field. Six players in the infield (this includes pitcher and catcher) and two to five in the outfield. Outfield players will not be allowed on the dirt. Outfield must be in an arc formation with no rover position.

Defense:

- The infield fly rule will not apply.
- Fielder has priority on the baseline, if he/she is making a play. If a runner interferes with a fielder, he/she is called out and all remaining runners will return to their bases.
- If a pitching coach catches a ball, give the ball to the pitcher to make the play. Coaches will not be allowed to make the throw. If a pitching coach is hit by a batted ball, have the pitcher pick up the ball and allow them to make the play.
- When defense makes a force play or tag before the runner reaches the base, the base runner is out and must return to the dugout. The base runner will not be allowed to keep running.
- Unlimited outs. No 3 up and 3 down.
- Defense will not be allowed to shift. Every player must play in the correct, specified position. To clarify this rule, all outfields can't play in right field or shortstop can't play 2nd base and 2nd base then plays between 2nd and 1st.
- Only city provided balls will be used. No personal balls will be allowed.

Offense:

- All players will bat but if they get out due to a defensive play, they are out and must return to the dugout.
- Each batter will receive 5 pitches only from a coach, regardless if the pitches are hitable or not. After the 5th pitch, the batter will be allowed to have 2 swings from a tee. The purpose of the tee is to help build confidence in the batter, teach correct base running and to help develop the defense. With different levels (new or have played before) on a team, everyone needs a chance to develop. A tee is optional for those batters who only want 5 pitches. A strikeout will be called if the batter is unable to hit the ball after the 5th pitch. Exception: If the 5th pitch is a foul ball, then the batter will be allowed two more pitches. A tee will be used if the ball is not hit into play or fouled.
- A strike out will only occur after the batter misses the 5 coached pitches and misses two attempts at a tee.
- Hitters are allowed to run as many bases they want if their ball is hit in the outfield and not caught. Once the ball reaches the infield, regardless if caught by an infielder or not, the batter must stop at the base they are advancing to.

Base Running:

- Base runners are not allowed to leave their bases until the ball is hit.
- No stealing.
- When the base runner gets out, they must return to the dugout.
- One base on every overthrow that occurs. Coaches, teach your players to get the ball back to the pitcher.
- Last batter will only be allowed to run as far as their hit goes. If the hit only allows a single, he/she will not be allowed to run around the bases as if they hit a homerun.

Coaches:

- Coaches are allowed to be on the field when their team is on defense to help teach and instruct defense
- Coaches are allowed to be at 3rd base and 1st base when their team is on offense to help teach and instruct base runners.
- Coaches are responsible for their team and their fans. Please lead by example.

Bad Weather:

If the game is called for weather reasons, 3 complete innings or 35 minutes will be considered a complete game and will not be made up. All other weather related cancellations will be rescheduled. Be aware, to make this happen, some days might have later games or double headers.