

Coach Pitch

Game Play

- **Complete game:** 5 innings or 1:30 time limit
 - o *No new inning shall begin after 1:25*
- **Complete inning:** 3 outs or 5 runs

Run Rules

- 5 runs per inning
- *No more than 5 runs may be scored per inning except as a result of a home run over the fence.*
- There will be no mercy rule to end a game. If the run difference reaches 12 at any point, that will be considered the final score. Game will continue to time limit.

Batting

- a. The batter receives 6 pitches to hit or 3 swinging strikes. If the batter has a 2-strike count, he shall have his turn at bat extended on foul balls. If batter fouls off 6th pitch, he will continue to bat until he misses it or hits it. The batter is not out on a foul ball unless it is caught.
- b. Dropped third strike rule is not in play. Batter is out.
- c. Bunting is allowed – ONE bunt per team per inning limit.

Pitching

- a. Player (pitcher) must stay beside/behind the coach who is pitching until ball is hit.
- b. There are no walks and a batter does not get to take first base if a pitched ball hits them.
- c. Coach should pitch to players on own team from inside circle approx. 30' from home plate.

Base Running

- a. No leading off or stealing is allowed.
- b. TIME will be called by umpire as soon as play has ceased and runners are not advancing.
- c. Ball will be called dead once controlled inside baselines by an infielder. If runner is past halfway to the next base, he is granted that base.
- d. Base lengths could vary based on location, but league is planned for 65' base lengths.

Equipment / Uniforms

- a. Steel cleats are not allowed in this league.
- b. Catcher equipment will be made available for games, if needed.
- c. League shirts will be provided to teams who need them. *Teams may wear their own.*

Rosters / Lineups

- a. Teams must bat all players in attendance. May field up to 10 players at a time.
- b. Teams may substitute freely on defense, but players must remain in same batting order.

Updated April 21, 2021