

# First Baptist Church Coach Pitch League Rules

## 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 7 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.
5. The Home team (team listed first on Quickscores) will lead the pregame devotion, 3-5 minutes in length.

## 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. Maximum of 10 players on defense with the tenth player being an outfielder. **Players must be in normal defensive positions.**
4. In Coach-pitch, the Head Coach or Assistant Coach, or someone designated by the Head Coach, shall pitch (3) three pitches, and only three 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 three 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 does clear the dead zone, going into fair territory, 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 1<sup>st</sup> or 3<sup>rd</sup> baseman and ends up in foul territory, it is considered a dead ball the moment it crosses the foul line. Each base runner may advance (1) additional base without liability to be put out.

