

Coach Pitch Rules for league play



1. The pitching coach shall position themselves as not to be an obstruction to the defensive team on any possible play once the ball has been hit. **Penalty: If a coach violates this rule after the ball is pitched, obstruction will be called and the batter will be called out. Runners return to their starting base.**
2. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
3. The defensive player listed as pitcher shall not leave the imaginary ten (10) foot pitching circle until the ball is hit. **Penalty: The play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.**
4. The defensive team shall have no more than two (2) coaches in the field. They must be behind the baselines at all times. If a coach interferes with a play the ball is called “dead” and all runners, including batter, advance two (2) bases.
5. The infield fly rule shall NOT be in effect at any time.
6. The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order.
7. An offensive inning will consist of all players in the line up batting. However, the bases will be cleared after each time 3 outs are recorded.
8. Each team will bat the same number of batters each inning. If one team has more batters, the other team will continue

- through their line-up until they equal the amount of batters of their opponent. Coaches will make each other/scorekeeper aware if late players are added to the lineup.
9. Teams may use free substitution on defense but the batting order shall remain the same.
 10. Bunting shall NOT be allowed.
 11. The batter shall receive a maximum of six (6) pitches in total before being called out.
 12. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
 13. A courtesy runner for the catcher of record from the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base.
 14. Umpires shall call “Time” after every play and declare the ball dead. A ball is declared “dead” when;
 - A. A ball has been hit to the infield, an out has been made and an infielder has control of the ball.
 - B. A ball has been hit to the infield and an infielder has possession of the ball.
Runners can advance to next base only.
 - C. A ball has been hit to the outfield and has passed the 125 foot point in outfield. All runners will receive 2 bases from where they started including batter.
 - D. A ball has been hit to the outfield and has been thrown in to the infield by an outfielder and has reached infield dirt area.
Runner will advance to next base only if they are at least half way to next base. If they have not reached the half way point they will return to previous base.

**E. All the above is at the discretion of the
umpire.**

15. When a batted ball hits the Pitching Coach, the ball is called dead and pitch is re-pitched.
16. All games will be an hour and fifteen minutes in total. If a full inning has not been completed when time is up the score will revert back to the previous inning unless the umpire feels the inning can be completed in a timely manor. Our desire is for teams to get as much playing time as possible. If the home team is ahead and at bat when time runs out the game is over.

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