

Coach Pitch Gameplay Rules

This is a recreational and instructional league. The objective of the Coach Pitch program is to help children enjoy the game, learn the basic skills, and feel like important members of a unified team, all while developing fair play, good sportsmanship, and a love of the game.

Field Dimensions

- **Pitching Distance Baseball:** 40 feet
- **Pitching Distance Softball:** 35 feet
- **Bases:** 60 feet apart.

Equipment

1. **Game Balls:** Provided by the Recreation Department.
2. **Catchers:** Must wear full protective equipment, including a helmet, mask, chest protector, shin guards, and for males a protective cup.
3. **Bats:** Composite, two-piece, or three-piece bats are not allowed. No restrictions on size or length.

Roster Rules

1. **Eligibility:** Players must currently be in 1st or 2nd grade at the time of registration.

General Gameplay Rules

1. **Team Size:** Teams field 9 or 10 players, with outfielders positioned distinctly from infielders.
2. **Coaches on Field:** A maximum of 2 coaches may station themselves beyond the infield to instruct defensive players.
3. **Player Participation:**
 - Every player must play at least 2 consecutive innings by the end of the 4th inning.
 - No player may play more than two consecutive innings in the infield or outfield.
4. **Batting Order:** All players bat in a continuous lineup. Late arrivals bat at the end. Coaches are encouraged to rotate the batting order each game.
5. **Play Conclusion:** Play ends when the lead runner stops advancing or an infielder holds the ball (umpire's discretion).
6. **Stealing/Leading Off:** Not allowed.
7. **Injuries:** Play stops immediately. Injured players do not count as outs.

Game Duration

1. **Innings:** Games consist of 6 innings. The first 3 innings are coach pitch, and the remaining are player pitch.
2. **Time Limit:** No new inning begins after 1 hour 30 minutes. Exception: At least one inning of player pitch must be completed.
3. **Final Inning:** The bottom of the final inning does not need to be played if the home team is leading.

Scoring

1. **Runs/Outs Limit:** Maximum of 10 batters, 5 runs, or 3 outs per inning, except the 6th inning, where scoring is unlimited.

2. **Mercy Rule:** A game ends if a team leads by 10 runs after 4½ innings (home team) or 5 innings (visiting team).
3. **Official Game Definition:** A game is official after 4 innings. The score of a called game is the score at the end of the last complete inning.

Pitching Rules

Coach Pitch Rules

1. **Pitching:** Coaches pitch overhand from the rubber. Relief pitching is allowed.
2. **Player Pitcher Position:** The defensive pitcher must field from a position off to the side and behind the coach pitcher and cannot move until the pitch crosses the plate.
3. **Pitches per Batter:** Each batter is allowed 5 pitches or 3 swinging strikes (which ever come first). If the ball is not hit in fair territory, the batter is out.
4. **Interference:**
 - The coach must make a legitimate attempt to avoid contact; however, if a batted ball strikes the coach pitcher, the ball is dead, and the batter is awarded first base.
 - If the coach intentionally allows the ball to hit them (umpire's judgment), the batter is out.

Player Pitch Rules

1. **Pitch Count:** Players may pitch up to 65 pitches per day.
2. **Three-Batter Minimum:** Pitchers must face at least three batters or pitch to the end of a half-inning unless removed for injury or illness.
3. **Strikeouts/Walks:** Allowed during player-pitch innings.
4. **Balks/Third Strike:** Not enforced.
5. **Mound Visits:** Each team is allowed one mound visit per inning. A second visit in the same inning requires a pitching change.

Batting Rules

1. **Pitches per Batter:** Each batter is allowed 6 pitches or 3 swinging strikes (whichever comes first).
2. **Foul Ball Rule:** A batter cannot be called out swinging on a foul ball. If the 6th pitch is fouled off, the batter may continue.
3. **Hit by Pitch:** A batter hit by a pitched ball is not awarded first base, but the pitch counts toward the limit.
4. **Bunting:** Not allowed.
5. **Foul Territory:** A batted ball that fails to leave the home plate dirt is considered foul and counts as a strike.

Fielding Rules

1. **Positioning:**
 - Players should rotate through multiple defensive positions throughout each game.
 - No player should play the same position more than one inning.
 - Every player must play at least one inning in the infield.
2. **Outfielder Positioning:** Outfielders must remain behind a designated line until the ball is live.
3. **Play Stoppage:**
 1. A ball is live until thrown to an infielder and held under control.
 2. Runners more than halfway to the next base may advance; others must return.
4. **Overthrows:**

1. Overthrows at first base allow the batter to advance one base only.
2. Players may not score on an overthrow.
5. **Infield Fly Rule:** Not in effect.

Base Running Rules

1. **Leading Off:** Runners must remain in contact with the base until the ball is hit.
2. **Overthrows:**
 - The batter-runner may advance one base.
 - Other runners may advance based on play but cannot score.
3. **Sliding:** Headfirst sliding is prohibited. Violations result in the runner being called out.
4. **Physical Assistance:** Coaches must stay at least 6 feet from the baseline and may not physically assist players.

Stopping a Play

1. **Play Stoppage:** The ball is dead, and TIME is called when the lead runner stops advancing.
2. **Base Runners:** When the lead runner stops, other runners must attempt to advance or return to base. TIME is called when all runners stop.

Umpires

1. **Officials:** Games may have two youth umpires (ages 13–14) or one adult umpire.

Scoring & Scheduling

1. **Game Scores:** Home teams must submit scores to the league coordinator within 48 hours.
2. **Schedule Changes:** Must be communicated to the league and updated online.

Wild Card Games & Tiebreakers

1. **Points:** Teams earn 3 points for a win, 1 point for a loss. Missing a game results in -2 points.
2. **Tiebreakers:** Head-to-head results and runs allowed determine standings.
3. **Wild Card Games:** Final matchups pair teams by standings to ensure competitive games.