



## COACH PITCH RULES

This is a recreational / instructional league for boys and girls. The objective is to teach the children to enjoy and understand the games of baseball and softball and to learn the skills that will enable them to advance into more advanced league play, if they so desire. Coach pitch helps children feel part of a unified team, while learning fair play, good sportsmanship, and other worthwhile character traits.

### FIELD DEMINSIONS

Bases are 50 feet apart. The pitching rubber is marked at 25 feet from the home plate. There is a 20' safety barrier painted outside of the playing field. Players should remain behind the safety barrier while their team is batting.

### UMPIRES AND REFEREES

Each team is required to provide an umpire to officiate the game. Their responsibilities are as follows:

**Plate Umpire:** Positioned at home plate behind the catcher. Assists with the placement of the tee, instructs and encourages the hitter, and also assists the referee in determining where the runners must stop their advancement.

**Field Umpire:** Determines from the infield where the runners must stop their advancement toward home plate. Assists the plate umpire to determine fouls down the third baseline and other plays where positioned with better views. The umpires will switch positions at each half of each inning to enable them to better instruct their teams. The coach of the team at bat will be the plate umpire, and the coach of the team in the field will be the field umpire. **Umpires are the only adults on the field of play and may help their team in the field or at bat.**

## BATTING

The batting rotation should be changed up each inning. One way of accomplishing this is to follow the example rotation below:

1st inning: 1,2,3...10 2nd inning: 4,5,6...1,2,3 3rd inning: 8,9,10...5,6,7

The coach pitches to his own team by tossing the ball to the player underhand or overhand. The coach should wear a glove but should only field hit balls if he cannot get out of the way. Every player on each team will bat every inning. Each player will be given six (6) pitches from the coach to hit a fair ball. Hitting a foul ball counts as a swing. After six pitches the batter must hit from the tee located behind the catcher outside of the safety area. The following occurrences result in the player being called out: Being thrown out or tagged out before reaching the base and hitting a fly ball that is caught by a fielder. **Any player called out should be removed from the base.**

## BASE RUNNING

Players may not lead off or steal. Only when the ball is hit may they advance. If, however, a fly ball is caught, he must tag up before advancing. All runners must stop advancing around the bases when the ball is in the grasp of an infielder who makes no attempt to make a play on any runner. However, if a runner has begun his attempt on the next base and is at least 1/3 of the way at that time, then he may continue at the risk of being put out. All runners must also stop when the ball is thrown out of play, but they are awarded one base for the overthrow.

## FIELDING

Each player will play every inning defensively. Players need to learn to play all of the defensive positions. Coaches should shift players around as they see fit in order to give them all a good experience. As all players will play every inning, there will be no need for substitutions, but there should be some defensive shuffling each inning.

## MISCELLANEOUS

Each game will last three innings or one hour. The coaches have the responsibility to see that the game moves along quickly. This is easy with proper preparation. Please do not carry over into the time allotted for the next game. If a problem arises that necessitates postponement, contact the coach of the other team before the game to work out the details. In the event of poor weather conditions, coaches should reschedule the game at their own convenience.