

Coach Pitch Baseball Gameplay Rules

This recreational and instructional league aims to help children enjoy and understand the game of baseball, learn its basic skills, and foster teamwork, fair play, good sportsmanship, and a love for the game.

Field Dimensions

- **Pitching Distance:** 40 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 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 top 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 6 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.