

# Coach Pitch Rules for league play



1. Fair ball arch: There shall be a twenty (20) foot imaginary arch drawn from first (1<sup>st</sup>) baseline to third (3<sup>rd</sup>) baseline in front of home plate. A batted ball must go past this line to be a fair ball. This will be up to the discretion of the umpire.
2. Safety arch: There shall be a thirty (30) foot imaginary arch drawn from first (1<sup>st</sup>) baseline to third (3<sup>rd</sup>) baseline in front of home plate. Infielders must stay behind this line until ball is hit. This will be up to the discretion of the umpire.
3. Pitching coach shall not verbally coach while in pitching position.
4. 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.**
5. Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4<sup>th</sup>) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.
6. 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.**
7. 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.
8. The infield fly rule shall NOT be in effect at any time.
  9. 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.
  10. 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.
  11. 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.
  12. Teams may use free substitution on defense but the batting order shall remain the same.
  13. Bunting shall NOT be allowed.
  14. The batter shall receive a maximum of six (6) pitches in total before being called out.
  15. Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit or reaches home plate.
  16. 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.
  17. Umpires shall call “Time” after every play and declare the ball dead. “Time” shall be called as soon as the lead runner is not attempting to advance. Comment: When a runner stands off the base and “jukes” or “feints” back and forth, this is to be interpreted as “not attempting to advance” and “Time” shall be called.

18. When a batted ball hits the Pitching Coach, the ball is called dead and pitch is re-pitched.
19. All games will end promptly at 6:30 p.m. If a full inning has not been completed, the score will revert back to the previous inning. If home team is ahead and at bat when time runs out, the score will stand.

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