

Coach Pitch Rules -2011

Amended 3-30-2011

1. **BASE COACHES** – Only adult coaches will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his advancement to or from the base, the runner will be called out. Note: Runner is not out if the coach congratulates the player.
 - A. **NO DEFENSIVES COACHES ARE ALLOWED ON THE PLAYING FIELD!**
2. **NO BASE STEALING ALLOWED** - No runner can advance on a passed ball. No bases on balls. No infield fly rule. No base awarded if hit by pitch.
3. **FORFEITED GAME** - If a team has less than 9 players to start the game after a 10 minute grace period, they lose by forfeiture.
4. **PROTEST** - All protests must be made before the next pitch in order to be considered. The plate umpire is in charge of the game, and his decision during the game will be final.
5. **RAINOUT** - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.
6. **DRAFT** - Teams will draw numbers for drafting positions. The draft will wrap, meaning the team picking 1st in the first round will pick last in the 2nd round.
7. **OPTIONS** - Each team has options: One manager and One coaches (son/daughter)
8. **TEAM STAFF** - 1 manager, 2 coaches and 1 team parent are allowed in the dugout (no batboys or batgirls).
9. **CONDUCT** - If the manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 3 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional fines and penalties may be levied against Managers/Coaches by the Board of Directors. Any Manager/Coach ejected from more than one game may be ineligible to coach an All Star team.
10. **TIME LIMIT** - A game will consist of 6 innings or 1 hr and 50 minutes. No inning shall start 1 hour and 50 minutes from the start time. The 1 hour and 50 minute rule does not apply when there is not a game following on the same field. Therefore, the last game of the day may run beyond 2 hours. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after five innings (four and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent.

Games tied at the completion of regulation play will be broken by using the "International Tie-Breaker Rule". Under this rule, each team starts the next inning with the player who completed the last official at bat, as a base runner on second base. Each subsequent inning will start with (2) players who completed the last official at bats, as a base runner on second and third base, and one out, until a winner has been determined. This applies to all age groups.
12. **DEFENSIVE TEAM** - Each team will Position 1 Pitcher, 1 catcher, 4 infielders and 4 outfielders.

13. PITCHER - Must be an adult coach, he must pitch underhand and within the circle around the rubber. The player-pitcher must keep at least one foot in the circle, standing on either side of the coach-pitcher even with or behind the rubber.

A. Before the ball is pitched, the pitcher-coach may instruct the batter in the batter's box (up, back, left or right). He cannot instruct the batter after she hits the ball and becomes a runner. However, the pitcher-coach may instruct runners going to 2nd or home to slide. The coach will be warned once for improper coaching. For a 2nd offense, he must sit out the next inning.

B. The coach should clear the field after he pitches the ball. If the ball hits the coach-pitcher while leaving the field, the ball is alive and players must make a play. If the umpire rules intentional obstruction by the coach pitcher during a play, all base runners will be called out and the coach will be removed from the game.

C. **CATCHER** - Is positioned behind home plate attired with full equipment. If the catcher stands at the backstop she is not required to wear leggings.

14. UMPIRE CAN CALL TIME-OUTS:

A. When requested by a coach or player.

B. When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in judgment of the umpire).

C. Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the pitching coach to put in play.

14. SLUNG BAT - For the 1st offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2nd violation and any subsequent violation the batter will be called out.

15. STRIKEOUT - Is constituted by three missed swings or 6 pitches being thrown without the batter hitting the ball. Each batter will get a maximum of 6 pitches to either hit the ball or strike out. If the batter fouls the sixth pitch or subsequent pitches, the batter remains at bat.

16. BUNTING - Is illegal. If in the judgment of the umpire, the batter intentionally bunts the ball, the manager and player will be warned and a strike will be called. If the same batter attempts another bunt later in the game, the batter will be called out.

17. LAST BATTER - 2 out baseball rules apply. Any fielder can also throw or run the ball home and tag home plate. Then the inning ends, and all trailing runners do not score.

18. OVERTHROWS - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases. Runners may advance one base on balls going over or under the fence.

19. FENCE RULE - Whenever a batted ball rolls under the fence in fair territory, all runners may advance 2 bases.

20. SUBSTITUTES - All players must enter the game by the top of the 4th inning and play 6 consecutive defense outs and bat once. Failure to do so will result in the player being forced to play the entire next game. Refer to Regulation IV (i) for manager penalties.

- 21. SLIDING – A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.**
- 22. OFFENSE - Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order although they may not be in the game defensively. The coaches will turn in their lineups to the scorekeeper at least 10 minutes before game time. When 3 outs are made or 10 batters have batted, an inning is over. When the 10th batter of an inning is about to hit, it will become the offensive team manager's responsibility (or his representative) to declare "last batter" to the umpires prior to the ball being batted fairly. Failure to do so will negate any runs which cross the plate after the ball is under control by any defensive player in the infield area. The number of runs which are negated will be determined by the best judgment of the home plate umpire. It may benefit the defensive coach to keep up with the other team's batting order. The batting order will pick up where it left off from the previous inning. If a player shows up late, he or she automatically goes to the bottom of the lineup.**
- 23. DEFENSIVE POSITION CHANGES - Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch.**
- 24. RUN DOWNS - No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base.**
- 25. COURTESY RUNNER FOR INJURED PLAYER- If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last out made or in the case an out has not been made in the game, the last batter in the lineup. The use of the courtesy runner does not continue for the injured player for the duration of the game. If the player comes to bat later in the game, the player will be expected to run for themselves.**