

2020 5/6 yr. Old Coach Pitch Rules

- **Purpose:** This league is designed to introduce and teach fundamentals and skills in an age appropriate way.
- **Things that need to be covered are:**
 - How to hold and swing a bat
 - Which side of the plate to stand on
 - Running bases in the correct order
 - How to wear and use a glove
 - Hit an underhand tossed ball from the coach
 - Hit a ball off of the tee
 - The names and location of the areas/positions on the field
 - How to field a ground ball and throw it to the correct bases

This is a non-competitive league so no umpires and no scoreboard will be used. Outs will be attempted and taught but the numbers of outs an inning will not be counted. Exactly half of the team will bat each half inning. One of the coaches of the hitting team will be in charge of pitching and maintaining the tee while the coach in the field will be responsible for judging the outs.

Coach Pitch is designed to be an instructional/ developmental league during practice and games. Teaching the players the game will be demonstrated by the actions and attitude of the coaches and parents.

USSSA Rules will apply except as follows:

- 1.** Since this is an instructional league there will be no standings or scorekeeping in the league.
- 2.** Games will be 4 innings or 50 minutes, whichever comes first. At the end of 50 minutes, if an inning has started it will be finished.
- 3.** Half of the team shall bat every inning. Once half of the players on a team have batted once, that half of the inning is over. An inning is complete when all the batters, willing to bat, have batted once.
- 4.** In case of inclement weather, it will be the director's or coaches' decision whether or not to continue play. A game will be considered complete if (3) full innings have been played.
- 5.** There will be no forfeit from lack of players. Games will be played with the available players. If a team has less than (8) Players, it may "pick up" another registered Coach Pitch player, even if from the opposing team.
- 6.** Bases will be set at 45 feet...The foul semi-circle at 15 ft..... and the pitcher's mound plate at 30-35 feet from home plate.
- 7.** A 9-inch t-ball will be used.

8. Batters are required to wear helmets.
9. Visiting Team (first base dugout) always bats first. Home Team (3rd base dugout) The umpire will get out and put up the tee.
10. No game protests will be permitted.
11. Parents or spectators may not halt the game for any reason
12. All equipment must be kept **OFF** the field of play. There should be no foreign objects on the field of play (lawn chairs, bat bags, etc.....)
13. The Director or League President reserve the right to prohibit any person from coaching on the field that they believe, in their judgment, does not represent the league and its values appropriately.
14. If a player is called out, they **MUST** return to the dugout! By doing this we are teaching them parts of the game.
15. A pitcher **CANNOT RUN** the ball to any of the bases! It must be thrown!
16. A “**Dead Ball**” will be called once the ball has crossed back into the infield. Players passed the halfway mark will be awarded the next base, those not to the halfway mark will be sent back to their previous base.

Defense- In the field:

A. Rotation of Players- It is the intention of this league for all players to fully participate and learn the game. All players should be rotated to infield and outfield positions. Violations with the infield rotation rules will result in the player being placed in the outfield position for the remainder of game and all of the next game.

- No player may play in the outfield more than 2 innings in a row

- No player may play a “**key**” position for more than 3 innings per game (**key positions: pitcher, shortstop, 1st base**)

B. All players may play in the field on Defense. There will be no catcher in Coach Pitch. The batting team’s coach will retrieve missed balls and set up tee.

C. No more than 6 players may play within the infield area (1st base, 2nd base, 3rd base, shortstop, rover, and pitcher). All outfielders **MUST** be on the grass and at least three feet from the infield dirt until the ball is hit.

D. Before the ball is hit, the pitcher must be inside the pitching circle during coach pitch and at least one foot must be no closer than the pitching rubber. When hitting off the tee, the pitcher must have at least one foot on the pitching rubber until the ball is hit. Only the pitcher can be inside the baseline until the ball is hit.

E. Only the 1st baseman can tag a batter out going from the batter's box to first base.

F. A defensive player, whether intentional or unintentional, may not obstruct a runner from advancing to the next base unless, they are in position to make the initial play on a batted ball.

G. Play will be called dead when the ball passes the plane of the baselines (returning to the infield from the outfield) or if an infielder attempts to throw the ball to home plate. A ball thrown from the outfield is a live ball until it has crossed the plane of the baselines.

H. All coaches Must stay on the grass during play until a ball is ruled dead. Coaches may not physically assist or interfere with the travel of the ball (whether batted or thrown).

Offense-Batting:

I. Half of the players will be allowed to bat once per inning. Each batter will be given three pitches from the coach to hit a fair ball. After three pitches, he will be given three swings from the tee. When the batter is hitting from the tee, the coach that was pitching should move out of the field of play until the next batter comes to the plate. If the batter fails to hit a ball into fair territory after 3 swings from the tee, he or she will be called out.

J. Base runners may not lead off the base or leave until the ball is struck by the batter. Play will be called dead if a runner leaves too soon. A team warning will be issued for the first offense, after that each violation will result in an out.

K. If a runner is half way to the next base, when the ball is called "dead" then they will be awarded that base. If not, they must return to the last base occupied. (All advanced will be governed by the lead runner). These are judgment calls and NOT SUBJECT TO DISPUTE>.

L. For balls over thrown to first base, runners **MAY NOT** advance any further from any base. The spirit of this rule is to encourage coaches to teach the players to **THROW** the ball to first to make an out. In the case of a throw to any other base, runners may advance one base at their own risk.

M. Runners must not interfere with the defensive player making a play on the ball. **The RUNNER WILL BE RULED OUT.**

N. Base coaches should **NOT** touch runners in an effort to guide them while the ball is in play.

O. A base runner, called out by the coach or umpire **MUST** return to the dugout.