

**Coach Pitch  
(6-7 year olds)  
Rule Enhancements**

**1. Objectives of the Game**

- 1.1. Coach Pitch Division is designed for players 6-7 years old. It is the next step up from Tee Ball and is used to instruct players on how to hit a “pitched” ball. The emphasis of the program is on learning, and not game scores. It is a very important step in the development of players, it is a teaching league, and should be considered as such. All parents, managers, and coaches should remember that this is only a game and how they treat it will last a lifetime in the memories of those who play.
- 1.2. Catchers must wear full gear (including protective cup and mask **w/throat guard**) at all times. This applies both to games and practices.
- 1.3. All Batting helmets MUST bear the NOCSAE stamp and be equipped with **face protection of the cage type**, and worn at all times while batting, on the base paths and by players coaching bases. **Batting helmets may not be altered in any way (stickers, paint, etc...) unless approved by the manufacture.**
- 1.4. This league will use a **regular** baseball.
- 1.5. The on-deck position is **not** permitted.
- 1.6. Players may not wear rings, watches, or jewelry.
- 1.7. All batters, runners and base coaches (youth) will wear a batting helmet with a face mask.
- 1.8. The pitching mound will be 40 ft from home plate.

**1. Game Preliminaries**

- 1.1. The home team will occupy the 3rd base dugout.
- 1.2. The Visiting team will occupy the 1<sup>st</sup> base dugout.
- 1.3. Both teams are responsible for cleaning their respective dugouts and the bleachers after the game, removing all trash, empty bottles, etc... And practice areas.
- 1.4. Only players, one Manager and three coaches (includes team mom) will be allowed in the dugout.
- 1.5. Managers shall make every effort to rotate players such that all players experience an infield position providing this does not compromise player safety.

**2. Starting and Ending the Game**

- 2.1. Regulation game will consist of 4 innings **or** 1hr and 15 minutes whichever occurs first no matter how many innings have been played. No new inning will begin after one hour and 15 minutes. Any inning starting prior to this time limit will be played in full subject to darkness or weather.
- 2.2. Teams will play each game with a continuous batting order. The batting order shall be established prior to the start of the game and shall be maintained throughout the game. Players arriving late shall be placed at the bottom of the batting order.
- 2.3. Managers will exchange lineups (batting order only).
- 2.4. There will be free substitution in the field. Every inning the manager is **required** to substitute onto the field any player that did not play defense the previous inning.
- 2.5. A Team shall place 10 players on defense.
- 2.6. The offensive half of an inning shall end when the lead off batter is on deck. **You may only bat through one time per inning.**
- 2.7. The offense is allowed 2 adult base coaches or 1 adult and 1 youth and the defense is allowed 1 adult coach on the field (around center field area).
- 2.8. The infield fly rule is **not** in effect.
- 2.9. There are **no** protests

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### 3. Putting the Ball in Play

- 3.1. No bunting is allowed. Any ball that is hit due to a full swing is a live ball regardless of how far it goes.
- 3.2. No walks shall be issued.
- 3.3. The ball becomes dead and the umpire will call time when-
  - 3.3.1. A *batted* ball comes in contact with the pitcher, coach, or stays within the marked area. The batter shall be awarded first base and runner(s) may only advance if forced.
  - 3.3.2. A *thrown* ball comes in contact with a coach, or stays within the marked area the ball is dead. Any runner(s) who have crossed the hash marks shall be awarded the base they were going. If the runner(s) have not crossed the hash marks they will return to the last base occupied.
  - 3.3.3. A player injured. Any runner(s) who have crossed the hash marks shall be awarded the base they were going. If the runner(s) have not crossed the hash marks they will return to the last base occupied. (NOTE: If a base runner is injured, the last retired batter will replace the runner.
  - 3.3.4. When **any** player has control of the ball on the infield and the base runner(s) has stopped trying to advance. (No defensive player may call time out while the runners are attempting to advance. **The offensive coaches will not take advantage of confusion by the defense to run up the score.**)

### 4. The Batter

- 4.1. The batter will receive a maximum of **6 pitches**. If the sixth pitch is hit foul the batter will receive an additional pitch. If no hit is made, the batter will get 3 swings from a batting tee.
- 4.2. If a batter throws a bat after hitting the ball, the batter shall receive a warning on the first offense, and called out on the second and subsequent offenses.

### 5. The Runner

- 5.1. Runners shall not lead off or steal bases.
- 5.2. Runners may advance, at their own risk, 1 base on an overthrow.
- 5.3. A courtesy runner for catcher may be used when there are 2 outs in the inning. The courtesy runner must be the player that made the last out.

