



Coach Pitch Rules

The league is operated by volunteers who devote their personal time and energy to teach each child about the game of baseball. Commissioners, coaches and parents are expected to set a good example for the children. Our goal is to encourage teamwork, good sportsmanship and, most of all, having FUN!

The following rules will be in effect for the season:

1) Games and Practices

- 1.1 All games and practices will take place Les Evaux and Vessy per the GBL schedule.

2) Conduct

- 2.1 All players, coaches and parents are strongly encouraged to observe the rules of good sportsmanship.
- 2.2 Anyone demonstrating poor sportsmanship, using foul language or ridiculing other players will be ejected from the game.
- 2.3 There will be one warning given prior to action being taken.
- 2.4 Players must remain in their "virtual" dugout at all times when not on the field.
- 2.5 **IMPORTANT** - Teams will select one player who best exemplifies sportsmanship to receive a special award at the end of the season during our closing ceremonies!!!

3) Home Team Responsibilities

- 3.1 The Home team will be the first name on the schedule.
- 3.2 Lay out the bases and pitching rubber.
- 3.3 Provide final game score to Minor League Commissioner.

4) Diamond Layout and Distances

- 4.1 Home plate to pitcher's rubber 46 feet

- 4.2 Distance between bases 60 feet
- 4.3 "Virtual" circle around the pitcher's mound (dia.) 9 feet
- 4.4 On-deck circle does is not permitted in this league - so the on-deck batter cannot take warm-up swings while the preceding player is at bat.

5) Starting a Game

- 5.1 Minimum 7 players per side.
- 5.2 If a player is injured during base running, a substitute may be used.
- 5.3 If one team has less than 7 players, coaches can mutually agree on substitute players from the other team.
- 5.4 A ten-minute waiting period from the start of the game will be given to allow all players to be present.
- 5.5 The intent is to avoid forfeiting games.

6) Uniforms/Equipment

- 6.1 Jerseys, hats and socks will be made available to all players.
- 6.2 Pants will need to be recycled – if a player's pants from earlier years still fit, they will be asked to use them again. If a player has outgrown their pants, they will need to “trade-in” their pants (after cleaning) for a larger pair (these will be clean, though not necessarily new). New players will be given pants at the beginning of the season.
- 6.3 Each player will respect their uniform (i.e. jersey tucked in and hat on properly) and wear it to each practice and game. NO EXCEPTIONS.
- 6.4 Names/Nicknames are NOT allowed anywhere on the jerseys.
- 6.5 All batters / baserunners are required to wear a batting helmet.

7) Pitching

- 7.1 Ideally, a parent-pitcher agrees to pitch the entire game. If this isn't possible, the coach from the team at the plate can pitch.
- 7.2 Pitching will be done over-hand (never underhand).

- 7.3 Three (3) strikes for an out, no called strikes - missed swings, tips, foul balls count only as strikes.
- 7.4 No walks or hit-by-pitch.
- 7.5 Batter continues at bat until either a strike out or ball is put in play.

8) Batting

- 8.1 Each team shall bat in order until 3 outs occur or until the number of batters that have batted equals the least number of players in either line-up.
- 8.2 The number of players is set at the START of the game.
- 8.3 If the game has started and additional players arrive, they will be put in the batting order at the top of the inning.
- 8.4 Late arrivals must be put at the end of the batting order.
- 8.5 Every team member shall be put in the batting order and shall bat in turn.
- 8.6 The batting order remains the same for the duration of the game.
- 8.7 NO bat throwing. Players will be warned once then asked to sit down.
- 8.8 Play will continue until the final out / final batter has finished and the ball is "dead".
- 8.9 Last Batter - When the last batter hits, play continues until either a player is put out, tagged or until the ball is considered "dead".
- 8.10 Runs crossing home plate BEFORE a put out or tag out will count if the out is not the final out (third out) of the inning.

9) Dead Ball & Base Running

- 9.1 NO stealing is allowed.
- 9.2 A ball is considered "dead" when the ball is fielded by a defensive player who makes the play and/or steps on any base or into the pitcher's "virtual" circle around the mound and the umpire calls time out.
- 9.3 Runners may advance to the next base only if they are beyond the halfway point/imaginary "runner advance" line (umpire's discretion) when the ball is called "dead" by the umpire.

- 9.4 Runners may advance one base on an overthrow that passes 1st or 3rd base into foul territory.
- 9.5 A runner will be awarded the next base if a defensive player blocks or interferes with his/her forward progress.
- 9.6 The infield fly rule is not in effect for this league.
- 9.7 Headfirst slides are not permitted except when the runner is returning to a base.
- 9.8 A baserunner that purposely runs into a fielder will be ejected from the game.
- 9.9 Runners may not leave the base until the ball is hit or crosses the plate (lead-offs only after the ball crosses the plate).
- 9.11 Any ball hitting the Coach who is pitching is considered a dead ball and play stops with the batter being awarded first base.

10) Innings and Time Limit

- 10.1 Regulation game is 6 innings (5 ½ innings if home team is ahead at the end of the top half of the 5th inning).
- 10.2 The time limit for all games is 2 hours.
- 10.3 If the time limit is reached and an inning is in progress, then that inning will be completed.
- 10.4 No new innings will start after 15 minutes before the 2 hour time limit.
- 10.5 Once the time limit is reached and the current inning is completed, the game will be considered complete regardless of the number of innings played.
- 10.6 Ties should be played out, time permitting.

11) Players

- 11.1 Up to a maximum of 10 defensive players are allowed on the field.
- 11.2 All team members must play in the field for at least 2 innings.
- 11.3 Starters must play 6 outs before they can be substituted for.
- 11.4 There is free substitution in this league.

12) Official Balls

- 12.1 The Coaches Pitch League will utilize baseballs with a semi-soft core for all games.
- 12.2 No balls, with a hard core, are allowed.
- 12.3 The balls issued with each team's equipment are to be used for practice.
- 12.4 Each team is expected to provide two new game balls for each game.

13) Darkness or Rain

- 13.1 Prior to the start of the game, the League Commissioner will make the decision whether play will begin due to field conditions or inclement weather.
- 13.2 If the League Commissioner is not present, the head coaches will make a joint decision whether to play.
- 13.3 If a game has started, both coaches will decide whether to call the game because of darkness or weather.
- 13.4 A game is considered complete after 3 innings.
- 13.5 It is our intent to not make up rainouts.

14) Umpires

- 14.1 Umpires should come from one of the parents on the sideline. If that isn't do-able, the umpire will be the coach of the fielding team.
- 14.2 ALL umpire rulings are final.
- 14.2 Absolutely no arguing or complaining with the umpires will be tolerated.

15) Scoring

- 15.1 Both teams should keep score, each for their respective teams.
- 15.2 At the end of each inning, both score keepers should confer and agree on runs scored.

16) Parental Support

- 16.1 Parental support and participation are strongly encouraged.
- 16.2 Parents are responsible for ensuring their child is picked up at the completion of each practice or game.

17) Disputes

- 17.1. All disputes should be directed to the respective league Commissioner.
- 17.2. In cases where a resolution cannot be reached, the League Commissioner will make the final decision.