



## **Coach Pitch Playing Rules**

### **General Rules**

1. Length of game
  - a. 5 innings or 1hr 30 mins – no new inning shall start after the 1 hr 30 min mark, but once the inning has started it will be played to completion.
2. Scoring
  - a. Scores and standings will not be kept, no scores will be reported
3. Field Dimension
  - a. Base length 55'
  - b. Pitching rubber 35' from the back of home plate
4. Equipment
  - a. Game Balls - **2 game balls will be provided by ELV.** The ball for this level is an 11" softeer optic yellow softball
  - b. Bats must have one of the 3 ASA or USA Certification marks and not be on the USA Softball Non-Approved Bat List with Certification Marks:  
<https://usa.asasoftball.com/e/BB1P2000.asp>
  - c. Helmets – all batters and base runners must wear a protective helmet with an attached face mask. Chin strap is encouraged by not required
  - d. Pitching facemask is required for all pitchers and recommended for other position players depending on comfort level and ability. Each team shall be supplied with one team face mask by their organization

- e. Jewelry - post earrings are permitted, but no hoop earrings or dangling earrings will be allowed. A simple chain necklace is permitted, but no other jewelry will be allowed. No watches. Cell phones will not be permitted on the field.
  - f. First Aid Kit – each team must have a first aid kit at all practices and games
  - g. Use of a double first base is required
  - h. Metal cleats may not be worn
5. Rosters
- a. Approximately 12 players with an even number from each contributing team
  - b. No player will sit consecutive innings defensively; it is highly recommended that at least half a player's defensive innings are in the infield. Coaches can use their discretion for safety issues or if the player only wants to play the outfield.

### **Batting**

- 1. A running batting order including all players shall be used
  - a. It is permissible to start the order with a different player each time at bat though the order must remain the same
- 2. Any player arriving late will be added to the end of the batting order
- 3. If a player leaves the game due to injury or illness the team will not be charged an automatic out when her turn to bat comes up. The player may reenter at any time in her original position in the batting order.
- 4. The half inning will end when all players on the offensive team have batted or 3 defensive outs have been recorded
- 5. Each batter will receive 5 strikes (swinging or called) from the coach pitcher. After 5 strikes if the ball has not been put in play, the batter will be called out.
- 6. Bunting is not permitted
- 7. If the batter is struck by a pitch, directly or indirectly (hits ground first), the at bat continues
- 8. Players will be warned for throwing the bat

### **Pitching**

- 1. A player will play the pitcher position, but will not pitch to the batter
- 2. The coach will pitch the entire game. Coaches will pitch to their own players

### **Base Running**

- 1. On a batted ball one base may be achieved on an infield hit and two bases if the batted ball goes cleanly into the outfield. This rule applies to existing baserunners as well
- 2. No advancement on overthrows
- 3. There is no stealing
- 4. Baserunners may leave the base when the ball is put into play
- 5. Runners will leave the base when called out.
- 6. There will be no plays at the plate, but a 'tag' may be applied along the third base line (e.g. short hit fielded by pitcher or catcher with momentum carrying towards runner coming home)
- 7. Double First Base
  - a. The defensive team may only retire the batter/runner using the white base when the throw is on or inside the baseline. If the throw is outside fair territory, the fielder may use the orange base

### **Defense/Fielding**

1. There will be 10 defensive players – pitcher, catcher, 1B, 2B, SS, 3B and 4 outfielders
2. Players must be rotated to different positions throughout the game
  - a. No player may play more than 3 innings at P, 1B and SS combined
3. Catcher
  - a. A player catcher may be utilized as long as the defensive team has players willing to play the position
  - b. The catcher must wear all protective equipment (catcher's helmet with facemask, chest protector and shin guards)
  - c. A defensive coach will play behind the player catcher to help return balls to the coach pitcher. If there are not enough defensive coaches, an offensive coach will play behind the player catcher.
  - d. If the catcher is able to stop the ball, she will return the ball to the coach pitcher. If she does not stop the ball, the coach backing her up will retrieve the ball and return the ball to the coach pitcher.
4. The outfielders must be positioned one step into the grass at the start of the play
5. Outfielders may not cover a base
6. Infielders must be in their assigned playing position no more than 5' in front of the baseline until the start of the pitch
7. Fielders are not permitted to stand in the baseline at the start of the pitch when there are runners on base advancing to the affected base
8. Infield fly rule does not apply.
9. Two defensive coaches may be on the field but must be located behind the infielders and shall not obstruct the outfielders.

### **Game Conduct**

1. Cheering
  - a. Players from the offensive team will be allowed to cheer for the batter and the batter only
  - b. Cheering should be positive toward your team, not negative toward the opposing team
2. Coach and Player Conduct
  - a. Any coach or player ejected from a game is automatically suspended for their next game. The ejected person will not be allowed to participate, coach or attend the game
  - a. The offending team is responsible for reporting any ejections to the statistician within 24 hours
3. Parents/Spectators
  - a. Any parent or spectator who steps on the field of play for reasons other than injury will be ejected from the game
  - b. No one will be permitted behind the backstop. One warning will be issued by the umpire; if no umpire, the coaches of both teams shall request removal. On the second offense, the offending team will be charged an out.