

Coach Pitch

- Teams will typically have 10 players when on defense with a standard infield. IF coaches agree, additional players can play in the field.
- Team batting should have two adult base coaches on the field at 1st & 3rd.
- Defensive team can also have two coaches on the field.
- All players will be entered in the batting order. Players coming late are to be added to the end of the batting order.
- Game scores or standings will not be kept.
- Games should be no longer than 2 hours and no innings should start after 8:00pm. Game length can be adjusted by coaches if mutually agreed upon.
- Games require at least six players in the field. If a team is short players, the other team can provide a player.
- Players can advance at their own risk after a hit until the ball is in the infield. Once the ball is in the infield the player must stop at the base they are on or if in between bases the runner will be awarded the base they are advancing too. Players cannot advance on an overthrow.
- The team batting will have their own coach pitch to them. There are no walks. The pitching coach is also responsible for umpiring.
- There is no bunting, stealing, or leading off. Runners must stay on the base until the ball is hit.
- Players must wear a helmet while batting and should be encouraged to be in uniform. All catchers must wear full catchers gear including a cup.
- Bats must be labeled, "USA Baseball"
- Home team is responsible for field set-up and game ball.
- Three swinging pitches (strikes) is considered an out.
- Five run maximum per inning **or** 3 outs **or** batting thru the order ends the inning.
- No warm ups between innings on the field
- If line drive hits the coach pitching, batter is awarded a single; runners advance 1 base.
- In the event of a thunder storm, the field will be cleared and play will not resume for 20 minutes. With each new thunder heard, or lightning seen, the 20 minute clock will reset to the beginning.