

**WINFIELD RECREATION COMMISSION
COACH PITCH LEAGUE RULES**

Ages:	8 and under
Base Distance:	60 feet
Pitching Distance:	30 feet
Innings:	4 innings
Time Limit:	70 minutes, drop dead time limit
Ball:	Safety T-Ball (Baseball 9"/Softball 11")
# of Pitches Per Batter	7 (if the 7th pitch is foul, the batter receives 1 more pitch.
Steal:	No
Bunt:	No
# of Fielders:	10
Run Limit Per Inning	5
# of Batters in Lineup	Entire Roster

PLAYERS:

1. Teams will field 10 players in their normal positions. The 10th player will be added to the outfield.
2. A minimum of 7 players must be present at game time in order for an official game to be played. If any or both teams have less than 7 players, then a scrimmage game will be played between the players that are present.
3. Teams will bat their entire lineup.
4. Late arrivals may be added to the bottom of the lineup. If a player is not present during their at bat, that player will be skipped in the order and no out will be taken.

5. All outfielders must be positioned in the outfield. There must be a definite infield and outfield.
 6. Batters will be called out by the umpire if the batter's bat is thrown in the direction of the catcher, dugouts, or pitcher. The ball is immediately dead. (Player and coach will be given a warning).
 7. The pitcher must remain on or behind the pitching rubber and within the pitcher's circle until the batter hits the ball. Infielders must stay behind the pitching mound, in normal fielding positions. Catcher remains behind the plate until the ball is hit.
 8. Players may not change positions while an inning is in progress.
- NOTE: A team's batting order remains constant.

GAMEPLAY:

1. Games will be 4 innings or 70 minutes, whichever occurs first. Once the time limit is reached, the current at bat will be completed then the game will be over. If the game is tied, the game will end in a tie. No extra innings will be played.
2. Pregame warmup is to be completed prior to the scheduled game time. If time does not permit, there will be no infield practice. Visiting team may take the diamond for warmup first, then the home team if time allows. If you are the 2nd game of the night, warmup before you take the field so we may start the next game on time.
3. Bunting, lead offs, and stealing are not allowed. If teams chatter, please keep it positive and directed toward your own team.
4. If a runner leaves the base before the ball is hit in play, the runner shall go back to their original base, the ball is called dead, and the batter will hit again.
5. Each half inning will end after 3 outs have been made or after 5 runs have been scored, whichever occurs first.
6. 2 innings will constitute a complete game in the event of rain, darkness, etc. (1 ½ innings if the home team leads).
7. Runners may only advance 1 base on overthrows. On any overthrow the baserunner may advance to the next base with the risk of being put out. If the runner is put out, then the runner is out. If the runner advances safely, they must stay at that base.

8. Play ends when the ball is returned to the pitcher, within the pitcher's circle or when the umpire calls time.
9. There will be no Infield Fly Rule.
10. All aspects of the game not specifically addressed by these rules will be governed by Official Baseball/Softball Rules.

COACHES:

1. Home team will be in the third base side dugout.
2. One coach may be positioned in the outfield while their team is on defense to give direction to players. When batting, a coach or parent must pitch to the team they are associated with and 1st base and/or 3rd base coaches are allowed. All other coaches must remain in the dugout.
3. Any intentional interference by the adult pitcher is an automatic out, play is dead unless the pitcher has to protect themselves from a hard hit ball. This will result in the batter being awarded 1st base.

EQUIPMENT:

1. Bats: Little League; maximum length 28 in.
2. No metal cleats.

