

Broadview Heights Park and Recreation
COACH PITCH LEAGUE RULES

55' Baseline

Pitching Distance: 35'

Before becoming involved in the specific rules, we believe it is important to understand the basic aim of this program. The real purpose is to instruct the youngsters in the fundamentals of baseball, and anything that does not follow this aim is in opposition to our philosophy. We have made a provision for two adults to be on the field to assist these young ball players, and we believe that any advice from others, other than genuine encouragement, will serve only to confuse these children and thus do more harm than good.

SECTION I: PLAYING RULES

- A. Normal playing level for coach pitch is ten (10) players. At least eight (8) players must be present to start the game, within fifteen (15) minutes after the scheduled starting time.
- B. A time limit of one (1) hour or five (5) innings, whichever comes first will be allowed per game. No inning will start after this time. For the purpose of this rule, the next inning officially begins when the third out is made in the bottom of the inning.
- C. No record of the score or standings will be kept. The purpose of the league is to teach the fundamentals of baseball / softball and good sportsmanship. The managers and coaches are expected to conduct themselves accordingly.
- D. Only team members shall occupy the benches and coaches box. No persons other than the two adult advisors or managers for a team may be on the playing field.
- E. Coaches will pitch to his / her own team. Coaches may pitch as close to the batter as they believe necessary.
- F. Pitching coaches may not interfere with the batted ball. If interference occurs, the play will be replayed. A pitching coach may not interfere with a ball thrown from the field. If interference occurs, runners will return to the last base legally touched at the time the ball was touched.
- G. The player playing the pitcher's position must stand a maximum of five (5) feet to either side of the pitcher's rubber.
- H. The catcher must stand no further than three (3) feet from the backstop and throw a missed ball back to the pitching coach.
- I. Each player will receive seven (7) pitches. The batter will not be considered out if the seventh pitch is fouled off or if there is pitching coach interference (mentioned above). The batter may continue to receive pitches unless they swing and miss or put the ball into play.
- J. No lead offs or stealing. A runner may leave the base after the ball has been hit.
- K. Sliding is permitted. No head first sliding is permitted.
- L. As a safety precaution, any batter who throws their bat will receive one (1) warning. Upon a second occurrence, the opposing manager may call the batter out.
- M. **Dead Ball** – Any ball thrown out of play is automatically a dead ball and runners may advance one (1) base. There will be only one (1) overthrow per batted ball. Runners may advance one (1) base. If a second overthrow is committed it becomes a dead ball. Runner may not advance on the second overthrow.
- N. **Advancing Bases** – On a ball put into play a runner may only advance a maximum of two bases unless there is an overthrow situation (See Dead Ball Rules)
- O. In the case of darkness or inclement weather, four (4) innings shall be considered a complete game.

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- P. Defensive infield players may line up no more than three (3) feet inside the base line
- Q. Defensive outfield players may line up no closer than five (5) feet to the infield base lines and must remain in their respective positions.
- R. Force plays or “tags” too close to call, the benefit goes to the runner.
- S. **On Deck Batter:** To ensure the safety of our players, coaches and spectators, there will be **NO** warm up area for the “next batter”. Players must remain on the bench until it is their turn to bat.
- T. All outfielders must make a baseball play when fielding the ball. Players must throw the ball into infield or base.

SECTION II: PARTICIPATION

- A. Each player may participate on one team only.
- B. Each player that attends a game must play in the field at least two (2) full innings except as follows:
 - 1. Any player that shows up late after the game has started, even though it may be the last inning, must be placed at the bottom of the batting order regardless of how many innings he / she might play.
 - 2. If the last half of the last inning is not played, players will be given credit for a complete inning. It is recommended that the players who are to play the minimum time be played in the first two (2) innings.
- C. An inning is three (3) complete outs per team or five (5) runs have been scored.
- D. Unlimited free substitution is permitted as long as Rule 3B is observed.
- E. All players attending will be scheduled in the batting order for the entire game.
- F. A team’s failure to comply with any of these rules will forfeit the game.

SECTION III: GENERAL LEAGUE RULES

- A. NO metal spikes will be permitted. Rubber spikes are allowed.
- B. Catchers are required to wear a helmet and mask.
- C. Bats must be Little League or USSSA Certified.
- D. Spirit of the game:
 - 1. Players are to be rotated at least every two (2) innings. A player may not return to the same position after playing position for two (2) innings. Players must be moved around to different positions.
 - 2. No harassing of any player or coach by any other player, coach or spectator. Zero Tolerance.
 - 3. Managers are responsible to provide each players parent(s) with a copy of these rules.
 - 4. The manager must provide a copy of the batting order line up to the opposing team. Minimum requirements is first name and uniform number. League to provide standard line – up form.