Community Coach Pitch Baseball League - 2025 Rules

Cambridge, Deerfield, Lake Mills, Marshall & Waterloo

Revised 5/8/25

The Objective of the coach pitch program is to provide our players with a solid foundation in baseball knowledge, skills, and team building. Players will be playing in a coach assisted game with coaches officiating the games. This league is meant to be more skill oriented in a semi-competitive environment. Scores will not be kept.

Player Goals:

- 1) Demonstrate basic knowledge of the Minor League rules.
- 2) Demonstrate basic knowledge of basic offence and defensive strategies.
- 3) Understand the concepts of teamwork and the responsibilities of being a team member.
- 4) Show good sportsmanship towards teammates, coaches, opponents and spectators.
- 5) Be able to identify the parts of the baseball diamond.
- 6) Be able to identify the positions in the game.
- 7) Be able to identify the equipment used in the game.
- 8) Be able to demonstrate the proper batting position in the batter's box.
- 9) Be able to assume the ready position on defense.
- 10) Be able to field a ground ball or a fly ball.
- 11) Be able to make a throw to the appropriate base or cut-off man.

Equipment:

- 1) Each recreation department will provide each team with:
 - a) Batting helmets
 - b) Bats
 - c) Catchers equipment (varies from community to community)
 - d) Jerseys/Hats
 - e) Flexi-Balls
 - f) Other equipment deemed necessary
- 2) Players are responsible for:
 - a) Gloves
 - b) Hats (varies from community to community)
 - c) Athletic clothes
 - d) Water bottle
 - e) Sunscreen and bug spray
 - f) Running shoes or non-metal cleats

Field Dimensions:

- 1) Pitchers mound will be approximately 35 feet from Home Plate.
- 2) Bases will be 60 feet when playing on a diamond.

League Rules

- 1) Safety
 - a) Our number one concern is the physical and mental safety of our players.
 - b) Players should never throw the bat. Players that throw their bat the first time will be warned, any time after that they will be called out.
 - c) No metal cleats are allowed.

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- d) Players may not wear jewelry.
- e) All batters and players on deck will wear a batting helmet. Any player standing in the doorway of the dugout & the infield should have a helmet on.
- f) All players will keep an eye on the game and will be expected to watch the game if they are not playing.
- g) There will be no stealing.

2) Start of the Game:

- a) Teams will be asked to field a minimum of 6 players at the start of the game.
- b) Players should arrive 15 minutes early to each game.
- c) Each game consists of 6 innings, with a 60 minute time limit.
- d) All players present will bat in the lineup.
- e) Games will be canceled if there is any sense of danger, If lightning is seen or thunder heard games will be canceled immediately. If lightning or thunder is seen/ heard prior to the start of the game there will be a 30 minute delay and the game will start after. The game will be played for the rest of the time limit and may not be played the full 6 innings.
- f) The home team will sit on the third base side of the field.
- g) Both teams are responsible for cleaning up after themselves after each game or practice.

3) Coaches

- a) When pitching, a coach will A) pitch from 30-35 feet to a player from one knee as to simulate a pitch from the same height as their peers and B) The coach should show the ball to keep the ball visible to the batter at all times.
- b) On defense, a coach will be asked to back up the catcher at all times to help keep the game running smoothly.
 - i) A volunteer from the stands can perform the catching duties if needed.
- c) A max of 2 defensive coaches may be allowed to assist their team from the outfield. The coach should not block the sight of any player.

4) Players

- a) All players will bat in the lineup, in the same order each inning. If a player gets hurt they must return to the same spot in the batting order.
- b) Playing time must be equal for all present players.
- c) Players will have the opportunity to rotate to different positions each week, game, or inning depending on the coaches preference.

5) Gameplay

- a) Encourage each child and promote a fun atmosphere.
- b) The <u>first inning of play</u>, both teams will bat through their order. If 3 outs are obtained before batting through the order, clear the bases and continue until the batting order has completed.

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- c) For the remainder of the game, an inning is over when there are 3 outs OR the entire lineup has batted, whichever comes first.
- d) Batters will have 4 swings to hit a pitched ball. On the 5th swing, a coach will assist the batter to hit the ball off a tee.
- e) Players may advance to multiple bases on a hit ball.
- f) Runners cannot advance on a foul ball or an overthrown ball out of play.
- g) Runners may not steal, they will only be allowed to leave the base after the ball is hit by the batter.
- h) During the game players should stay with their team in their designated area.
- i) No score will be kept.
- j) A new batter will not approach the plate until they are called to the plate.
- k) Runners may not lead off.
- I) Bunting is not allowed.
- m) Infield fly rule is **NOT** in effect.
- n) The ball will be called dead once a player has control of the baseball inside the bases. Coach and Players will call "Time". At that time, no runner will be allowed to advance.
- o) A player that is thrown or tagged out must leave the field and return to their bench.
- p) After the last batter hits the ball, players will clear all the bases to complete the inning.
- q) A ball that is hit less than 10 feet, is considered a foul ball. This ruling will be at the discretion of the coaches. This rule is in place to avoid "swinging bunts" where the defense may not have a reasonable chance to make a successful defensive play.
- r) A ball that is hit to the outfield must be fielded by an outfielder if there is one present.

League Schedule:

https://www.teamsideline.com/sites/LakeMillsSchool/schedule/613604/Coach-Pitch-Grades-1-2

Community Weather Hotline Information:

- 1. Cambridge: 608-423-8108
- 2. Deerfield: 608-764-5935 extension 4
- 3. Lake Mills: (920) 648-0020, extension 1 for Wallace Park or https://statusfy.com/9206480020
- 4. Marshall:
- 5. Waterloo: