

Coach Pitch Division Game Rules (6 & 7 Ages)

1) Opposing managers shall meet at least 10 minutes prior to the first pitch to ensure rules and procedures are understood and followed.

2) Home Team:

- Occupy 1st Base Dugout
- Provides (2) Adults to Work Concession Stand
- Provides Home Plate Umpire

Away Team:

- Occupy 3rd Base Dugout
- Provides Scoreboard Operator
- Supplies Field Umpire
- Rake / Broom / Groom Field After Game

3) All players, coaches and managers shall shake hands with the opposing manager, opposing coaches, and players after each game.

4) Each team must have a minimum of eight (8) players to start the game.

5) Game Length will be 6 innings or 110 mins. If an inning is in progress once the 110 min overall time passes, that full inning will be completed. However, no inning shall start after 110 mins of play

5a) Once the game has started, the next inning begins when the 3rd out from the previous inning has been made.

6) The manager and coaches of the fielding team may stay on the field to position and instruct their players through the first half of the regular season only (Memorial Day). After Memorial Day, coaches are to remain in the dugout while their team is on defense.

7) The manager and coaches of the batting team are responsible for pitching and providing a coach behind the plate to assist with positioning the batter and helping the flow of the game. Base coaches are encouraged if there is a team parent or volunteer in the dugout at all times. Team players are not allowed as base coaches.

8) Continuous Batting Orders will be used. All players on the roster must bat in the same order throughout the game.

9) An inning shall end when 3 outs are made (strikeouts are included) or the offensive team scores 5 runs.

10) Coaches are encouraged to change player defensive positions and not keep players in the same position all game.

11) Teams will have 9 fielders for defense – (Standard Baseball Positions). The (3) outfielders are to be positioned in the outfield grass.

12) The coach will pitch overhand from a distance of approximately 35-40' (roughly where the infield grass meets the mound). The player in the pitcher position must keep at least one foot on the mound dirt, or in area equivalent to the mound dirt on skinned fields, even with or behind the rubber as designated by the coach until the ball is hit.

13) Batters will receive **7** pitches to hit a ball fair. A player gets additional pitches if the 7th or subsequent pitches are hit foul. If a player fails to put the ball into play after his/her allotted pitches, they are out.

13a) At the coach's discretion, a tee may be utilized during an at bat. The coach must notify the other team of the decision prior to the at bat. The batter will receive 4 pitches from the coach. The batter will receive additional pitches if a foul ball is hit on the 4th pitch and subsequent pitches. If the batter does not make contact on the 4th pitch, the batter will get 2 swings to hit the ball in play from the tee. If the batter does not hit the ball in fair play after the 2nd swing with the tee, they are out, regardless if a foul ball was hit. **THIS OPTION IS ONLY ALLOWED UNTIL MEMORIAL DAY**

13b) At the coach's discretion, **AFTER MEMORIAL DAY**, a coach can pitch 5 regular pitches to a batter and then 2 soft tosses to aid the batter in hitting a ball in fair play. If the batter fails to hit a regular coach pitch in fair play after 5 pitches, the coach can move any distance within 10 feet of the batter and give up to (2) soft toss pitches. A player gets additional soft tosses, 2nd or subsequent pitches are hit foul. If the batter fails to put the ball in play after his/her allotted pitches, they are out.

14) The coach pitching will make every effort to avoid being hit with a batted ball, but any batted ball striking the coach will be a dead ball – pitch does not count.

15) Base Runners must stop when the ball is under control by a fielder and reaches any base or pitcher mound (one foot must be on base or mound).

16) There will be a white line 2/3 of the distance to the next base to determine where the runner belongs.

When a player gets the ball to a base or the pitchers mound, all runners not past the 2/3 line must return to the previous base.

17) No walks will be issued. A hit by pitch will constitute as a ball.

18) Catchers Must Wear All Gear

19) Stealing and bunting are not allowed.

20) Feet First Slides **Only** for runners – headfirst slides will result in the runner being out.