

## Coach Pitch (7-8yr.) Baseball/Softball

### Game Rules

One umpire will work these games. Since balls and strikes are not called positioning for umpires in all t-ball and coach pitch leagues will be halfway between home plate and first base in foul territory, close to the first base dugout. Once the ball is put in play and the person who has hit the ball approaches first base the umpire will step up to the first base line approximately halfway between home plate and first base to make the call wherever necessary.

1. We will introduce coach pitch to this league; 5 swings to hit the ball from your coach, if the ball is not hit in those 5 swings that will be an out.. A PARENT VOLUNTEER IS TO BE USED AS THE CATCHER

2. **Ten** team members are allowed to play in the field during Coach Pitch games. Two coaches are asked to take the field (one in left center field, one in right center field) with their team to help them with defensive positioning and helping their team make decisions of where to throw the ball. It is recommended to rotate players in the field to give every participant an opportunity to play defense. Keep the players in position while on defense: 1st base, 2nd base, 3rd base, shortstop, four outfielders, one pitcher **and one catcher**. Pitcher must start with both feet in the circle while the ball is being hit. **DO NOT PLAY WITH 2 THIRD BASEMEN, 2 SECOND BASEMEN, ETC.**

3. An inning can end one of two ways: a) **3 outs** are recorded or b) **5 runs** are scored

4. On an overthrow that goes into foul territory, all runners may advance one base only. Once the ball is in possession of any defensive player in fair territory following an overthrow, the ball becomes dead and the umpire calls time. No runner may advance more than one base unless a play is made on that runner.

5. When a play is made at any of the bases and the ball remains in fair territory, the ball remains alive and base runners may continue to advance until a defensive player has possession of the ball at the same base or one base further than the lead most runner. Example: No one on base, ball is hit to shortstop; shortstop throws or runs the ball to second base and has possession of the ball on the base - **UMPIRE CALLS TIMEOUT!** Runners at first and third, ball hit to third base, 3rd baseman runs the ball to third base, no out is recorded, the ball becomes dead, runners and hitter advance one base – **TIMEOUT IS CALLED!** Runners who have not reached the halfway mark between bases must return to the base they came from (judgment of the umpire). **OBJECTIVE** of this rule is to teach the kids to throw to the correct base.

6. There is no base stealing or leading off in this league. The base runner may leave the base when the ball is hit from the tee or the ball is released by the pitcher (coach).

7. For a ball considered to be fair it must travel beyond the arc placed in front of home plate

8. Bases are 45 feet. The pitcher is located within an 8ft. circle, but does not actually pitch. The ball is pitched or placed on the

9. Games consist of **five complete innings or one-hour time limit**, whichever comes first. If during an inning the time limit has been reached the bottom half of the inning must be completed regardless of the score. Games are considered complete if after the bottom half of an inning the one-hour time limit has expired. Coaches are asked to help the umpires keep these games under the one-hour time limit by having their teams run in and out after the completion of an inning and to have positions assigned prior to the inning being completed.

10. Coaches from each team are allowed to be on the field while their team is on defense. One coach from the team at bat needs to be present to help with the batter and placing the ball on the tee **if needed**. Coaches are also recommended for both the third and first base coaches' box while their team is batting.

11. The 5S SAFE-T ball will be used for these leagues.

Name \_\_\_\_\_ Date \_\_\_\_\_

Revised 6/2/2010 GCRC