

Coach Pitch Division Rules

Please have players arrive at least 15 minutes before the start of the game.

Teams must start with a minimum of 7 players.

- Umpires – Coaches will umpire games from the field

- Fielding Team's coach will call plays made on the bases
- Be sure to provide a positive experience for the players and call fairly

Dugouts are not assigned. It will be determined by the first team that arrives to claim their dugout.

- Visiting team bats first

- Home team keeps official Scorebook

- Visiting team should also keep score but Home Scorebook governs if discrepancy cannot be resolved.

- 5 run limit per team per inning

- Games are 4 innings or have 1:00 time limit (Set Clock to 45 Minutes)

- Time clocks are now provided. Time will start on first pitch of game.
- Last inning will be called once the visiting team starts to bat with less than 15 minutes remaining
- Open Scoring during the final inning (No 5 Run Limit)
- Final inning is either the 5th inning or any inning that starts with less than 15 minutes remaining (at 45 Minutes or Later). Home Scorebook should announce last inning.
- If the home team is behind by more than 5 runs, they will bat first in the last inning. This prevents the leading team from scoring many runs during the open inning and making the margin even wider. In this case, the visiting team will bat last only if the home team takes the lead in the top of the inning.

- Ties are allowed for regular season games

- Home team needs to enter score at the end of the game to norfolkrecrebaseball@gmail.com

- Base Running

- No Stealing
- No leading off. Base runners must have one foot on the base.
- No advance on a dropped ball by the catcher or wild pitch by pitching coach
- No more than a double on any hit, all other baserunners advance only 2 bases
- No Homeruns

- Players can only advance one base on an errant throw.

- One error per play
- Example: Adam hits the ball and is running to first. The defense attempts to throw Adam out at 1st but the ball gets past the first baseman. Adam can advance to second on the errant throw.
- In the same play, Brad was on first when the ball was hit. He advanced toward 2nd when Adam hit the ball and can advance to 3rd on the errant throw.
- The intent is to allow the defense to be penalized for an error but limit the penalty to a reasonable amount so the defense will at least attempt to make the play.

- Hitters and base runners must wear batting helmets

- Batters will get 5 swinging strikes. No walks.

- On the 5th swing the batter may continue to bat as long as they continue to foul balls.
- Coaches pitch to their own players
- Coaches are encouraged to pitch from one knee (if capable). No under handed pitches.
 - This is to resemble the same pitch angle that would be similar to a child of the same age.

- Tees will be used after 5 swinging strikes.

- Batters will swing until the ball is put in play
- Batted balls only rolling a few feet will be called foul

- Open defensive substitutions

- Players occupying the pitching position must wear a batting helmet and stand no closer to home plate than the pitching coach prior to the ball being hit (Up to 2 players may occupy pitching

position, one on each side of the pitching coach)

- One catcher is required and must wear catching equipment
- Mandatory play
 - o Teams are encouraged to bat all players in the batting order
 - o Teams are encouraged to play all players in the field
- Coach Pitch Division games that are rained out will not be made up.

End of Season Tournament – Coach Pitch Division

- Tees are not used. 5 swinging strikes and batter is out.
 - o On the 5th swing batter may continue to bat as long as they continue to foul balls.
- A winning team must be determined - Ties are not allowed
- The Tournament will be seeded based on regular season results.

Coach Pitch is designed to help kids learn how to hit a pitched ball and knowing how to make plays in the field. This will prepare them for the Farm League level by learning these basics.