

2025 Coach Pitch Boys' Rules

Important: These rules were approved by the Board of Coaches and are mandatory. No alterations or unauthorized rules are permitted. All teams must follow these rules as written.

[Parent/Player Conduct Form](#)

1. Game Format

- Pregame: Coaches should text each other earlier in the day to confirm the game time and location. Before the game, coaches and umpires must meet to review league and field rules, inspect all team bats, and exchange lineups (including player names and numbers).
- All coaches will have a copy of the rules on hand at each game.
- Each game will consist of 5 innings.
- Innings 1-4: Maximum of 5 runs or 3 outs, whichever comes first.
- Inning 5: No run limit. Must complete 3 outs.
- **Mercy Rule (5th Inning):** If a team leads by 10 or more runs after 4 innings, the 5th inning will be played with a 5-run limit per team. Alternatively, the trailing team may choose to end the game before the 5th inning begins.
- Rain-outs: Home Team coach must notify visitors no less than 2 hours before game time. Arrangements can be made for a make-up game.
- Game time will be 6:30pm
- **Start Time & Cutoff:** No new inning may start after 8:00 p.m.
 - If the last inning begins by 7:50 p.m., it will have unlimited runs, and both teams will bat regardless of time.

2. Team Requirements & Fielding

- A minimum of 8 players is required to start a game; up to 10 may be used. Extra players must be positioned in the outfield.
- Players who attend practice must play at least half the game in the field.
- All players must be listed in the batting lineup with name and number.
- Every player must field at least 2 innings per game.
- All eligible players should play unless held out for disciplinary reasons.
- Unlimited substitution is allowed (excluding the pitcher). Rule is mandatory for regular season, play-offs, and tournaments.

3. Batting Rules

- Rocket Rule: Teams will bat in rotation, meaning the batting order does not change during the game. If a team has 3 outs after the 4th batter, the next inning starts with the 5th batter, and so on until every team member has batted. Then the team starts out at the top of the order again.
- Each batter gets 6 pitches per at-bat.
 - Only swinging strikes count; no walks allowed.
 - If no hit after 6 pitches, the batter is out—unless the 6th pitch is fouled.
 - One extra pitch is allowed after a 6th-pitch foul. A foul on the bonus pitch = out.
- The infield fly rule and 3rd strike foul rule do not apply.

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4. Pitching

- A coach or mechanical (foot-operated) machine must pitch from at least 30 feet.
- Pitching must be overhand.
- Flat pitches are allowed (no arc required).
- Coaches are permitted to pitch from a kneeling position if preferred. The kneeling stance must be consistent and safe, and the coach must remain within the designated pitching area.
- A player stands in the pitcher's spot, behind the coach (within an 8-foot circle at 46 feet) to field.
- Once the ball is hit, the play is live.
- The coach must move after pitching to allow the player to field.
- If a batted ball hits the coach, the ball is dead; the batter advances to first base.
- Exchange from catcher to pitcher is a dead ball.
- When the ball is thrown back to the pitcher (coach or player), the play is dead:
 - Runners halfway or more to the next base advance.
 - Others return to their previous base.
 - The determination of any runner's position at the conclusion of a play shall be based upon the umpire's sole judgment.

5. Base Running & Safety Rules

- No leading off or stealing.
- **One Base Advancement:** Runners can advance one base on any overthrow (at the runner's risk).
- **No Further Advancement:** Once a runner has reached the next base after an overthrow, they cannot advance further during that play, even if another overthrow happens. A second overthrow is a dead ball. This rule shall apply to any base where there is a play being made, including an attempted throw to the pitcher in an attempt to end the play.
- Players may slide feet-first only; no head-first slides.
- Each team receives one warning for bat slinging. Subsequent violations result in the batter being called out. Must be reviewed with the umpire before the game.

6. Sportsmanship & Equipment

- No foul language or unsportsmanlike conduct by coaches, players, or fans.. Violators will be removed. The use of bad language, heckling, name calling toward any player, coach or umpire (poor sportsman conduct) or throwing of equipment, negative chanting or chattering to the opposing team, will be the cause of ejection from the game. Any person in attendance will be asked to leave the playing area if it persists after one warning. If the person at fault refuses to leave the area, the game will be called and the team at fault will take a loss. Coaches and Umpires will keep this under control.
- The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts.
- Footwear: Rubber cleats only.
- Catcher's Gear: Full helmet, chest protector, and shin guards required.
- Batter's Gear: The league does provide a limited number of batting helmets for the team. It is recommended that players purchase their own for their personal use. Face-guards are permitted, provided they were fitted to the helmet by the manufacturer and contain all of the original fasteners.

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7. Game Setup

- Ball Type: Champ Pro Level 3 Safety Softball or Wilson A1228 Soft Compression.
- Bats:
 - Must meet Little League (pre-2017) or USA Baseball standards.
 - Max length: 33" | Max diameter: 2¼".
 - Wood bats: Min 15/16" diameter (or 7/8" if under 30") at its smallest part.
 - Must have proper grip/tape; no slippery material.
 - Non-wood bats must be labeled BPF 1.15 or less.
- Field Dimensions:
 - Base paths: 60 feet
 - Pitcher's mound: Coach pitches from 30 feet; player stands at 40 feet.
- Home Team Responsibilities:
 - Provide plate umpire (must be at least 15 years old).
 - Supply game ball.
 - Line the field- Baselines, batter's box, 8ft diameter around pitcher's mound, and a line at 30 ft for pitching devices/coaches
 - Ensure bathroom access for all
- Visiting Team Responsibilities:
 - Provides base umpire (Umps must be at least 15 years old)
- Coaching Setup:
 - Offense: Up to 3 coaches (1st base, 3rd base, and pitcher).
 - 1st and 3rd base coaches make calls and monitor base paths.
 - Pitching coaches may not instruct base runners.
 - Defense: Up to 2 coaches in the outfield only to instruct players.
 - Defensive coach makes calls at 2nd base.
 - If umpires are present, they make all final calls on plays.
- Post-game Player Responsibilities for Visitor and Home Team:
 - Shake hands with the opposing team.
 - Thank the umpire.
 - Pick up litter from respective dugouts and stands following each game.
 - Take care of equipment.
 - Rake the field.

8. Game Schedule

- Season: June 4 – July 16
 - No games during the week of July 4.
- Optional Tournament: Weekend of July 19–20.
- Game Time: Wednesdays at 6:30 p.m.

9. Player Eligibility

- Coach-pitch is for 7-, 8-, and 9-year-olds.
- Cut-off birthdate: May 1, 2024.
- Younger players within a year of the cutoff may move up with coach/coordinator approval (tryouts encouraged).

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- Older players may not move down.
 - If a player moves up for a game, they may not return to a lower division—even if they did not play.