

## COLUMBIA CITY COACHES PITCH RULES

1. Games are five innings in length. Unlimited runs allowed in 5<sup>th</sup> inning. Each half inning will consist of 5 run limit (8 run maximum), three outs, or bat thru the line up once, whichever comes first. There is a 1 hour and 15 minute time limit
2. Ten players are to be on the field with four outfielders playing normal outfield positions (they can not play as an extra infielder).
3. All players in attendance will be in your batting line-up.
4. The center of the 10' foot diameter pitcher circle will be 36' from home place. You may pitch from anywhere **inside** the pitchers circle (both feet must be in the circle). Bases will be set at 60 feet.
5. The ball becomes dead once any fielder gains control of the ball inside the pitchers circle (two feet). If at that time the baserunner is at the hash mark or past it he will advance to the next base. If not yet to the hash mark, he will return to the base previously occupied. Note: If the ball becomes dead, and the player in control of the ball in the pitchers circle decides to make an attempt at a baserunner not yet on base, play is stopped and is still dead. Any ball hit to and fielded by pitcher's helper without leaving the circle results in a one base advancement by all baserunners. If the pitcher's helper makes no attempt to make a play, all offense players move forward one base.
6. If the adult pitcher causes interference on the play, the batter and/or any runners may be called out at the discretion of the umpire.
7. If batter throws their bat, a team warning will be issued on the first offense. Any offense thereafter results in automatic, dead-ball outs. If a baserunner leaves a base early, first offense is a team warning. Any offenses thereafter result in automatic, dead- ball outs.
8. If the adult pitcher is contacted by a hit ball from the batter, it is a dead ball. The batter is not charged with a pitch and resumes the at- bat.
9. If there are two strikes and batter foul tips a ball into the glove of the catcher, and catcher retains clean control of the ball, the batter is out. Catchers are to wear the normal catcher's equipment and must be in normal catching position.
10. *No bats allowed over 2 5/8" barrel diameter maximum, and not exceeding more than 36" in length.*
11. Please keep your players off the infield prior to games. You are allowed to warm-up in the grass area of the fields. One (1) coach is allowed on the playing field during play. Each team should have no more than a maximum combination of four coaches/parents/book inside the field fences. Please be ready to play at scheduled games times.
12. No head first slides (unless going back to a base).
13. There is no infield fly rule

14. No bunting or stealing. If ball is thrown out of play runner only gets one base.
15. 2 players allowed outside dugout while batting; hitter and on deck hitter.
16. Visiting team is expected to run the scoreboard. Home team will keep the official score book. Visiting team will be in the 1<sup>st</sup> base dugout and the Home team will be in the 3<sup>rd</sup> base dugout.
17. A batter will be allowed 6 pitches or 3 strikes (whichever come first). If batter fouls on 6<sup>th</sup> pitch, he continues until he either puts ball in play or strikes out.
18. Runner out of base line. Umpire's call if runner is way out of baseline he will be called out. If the ball hits the runner, the runner will be called out.
19. NO PROTESTS. Umpire's decisions are final. No throwing bats, gloves, or helmets.
20. Ten minute grace period for late teams; if no call or warning of being late after 10 minutes, the late team will forfeit. You must have at least 8 players.
21. We are here for the kids. Sportsmanship is the utmost importance. Please act in a professional manner on and off the field. No profanity. Any unruly fans or coaches may be asked to leave the park with, or without, warning.
22. A player shall NOT sit the bench more than 1 inning a game.
23. Each player must play the infield at least 1 inning per game.
24. **\*\*\*NO PLAYER CAN PLAY MORE THAN 3 INNINGS AT THE SAME POSITION.**
25. Only during tournament play, the kids can play one position the entire game and everyone does NOT have to play infield.
26. You are allowed to have a coach behind the plate to help with the catcher. This really helps speeds the game up.
27. The pitcher (player) must wear a helmet.
28. Try and have the catcher in a crouched catcher's position giving the pitching coach a target.