

## COLUMBIA CITY COACHES PITCH RULES

1. Games are five innings in length. Each half inning will consist of 5 run limit, 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 cannot play as an extra infielder).
3. All players in attendance will be in your batting line-up. (Wildcat Batting)
4. There will be NO circle this year, there will be a line that marks where the pitch should be from. Bases will be set at 60 feet.
5. The ball becomes dead once any fielder gains control of the ball inside the infield (kill zone). The infield (kill zone) will be marked with a line 3ft. behind the bases. 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. At this point the fielder may make a play if he chooses. Once a play is made the ball will be considered live. **Note: The umpire will determine when the player has control of the ball and will call the play dead at that time. \*\*We want to the kids to focus on making actual baseball plays.**
6. On an overthrow by the defense to any base, baserunners may advance **only one base** at their own risk. Note: If the ball is still being chased at this point Umpire will call the play dead even if the ball is outside the infield (kill zone).
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. If the adult pitcher causes interference on the play, the batter and/or runners may be called out at the discretion of the umpire.
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.
12. On defense one (1) coach is allowed on the playing field during play. (Please try to keep in the outfield). One (1) Coach is allowed to be behind the plate to help with the catcher. This will help speed the games up. 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.

13. When batting you are allowed one (1) first base coach, one (1) third base coach and one (1) pitcher. Once the batter makes contact with the ball, the coach who is pitching must leave the field play. Once the play is called dead by the umpire then the coach may return to the pitcher's circle. One warning will be issued, after one warning you will be asked to have another coach pitch.
14. No headfirst slides (unless going back to a base).
15. There is no infield fly rule
16. No bunting or stealing. If ball is thrown out of play runner only gets one base.
17. 2 players allowed outside dugout while batting; hitter and on deck hitter.
18. Visiting team is expected to run the scoreboard(if the scoreboard is working). 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.
19. 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.
20. 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.
21. **NO PROTESTS. Umpire's decisions are FINAL. No throwing bats, gloves, or helmets.**
22. 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.
23. **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.**
24. A player shall NOT sit the bench more than 1 inning a game.
25. Each player must play the infield at least 1 inning per game.
26. **\*\*\*NO PLAYER CAN PLAY MORE THAN 3 INNINGS AT THE SAME POSITION.**
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.