**Coach Pitch League Rules**

**(Revised March 2015)**

The league will be semi-competitive, meaning that scores will be kept during the games and reported to TeamPages, and win-loss records will be kept in an attempt to properly seed teams in the postseason tournament. There will be a tournament at the end of the season and all teams will be involved. Teams will be formed by a league draft, prior to the season. Each head coach will be permitted to have one “official” assistant coach.

**General:**

1. Scheduled starting times for evening weekday games will be 6:00 PM and shall last two hours with no new inning beginning after 7:59 PM (or 1 hour and 59 minutes after the official starting time ~ i.e. a game starts late at 6:10 PM, no new inning may start after 8:09 PM). The umpire shall call out the official time to both scorekeepers at the start of the game. **It is the responsibility of the scorekeepers to record on the scorebook the start time of the game prior to the game starting.** Saturday games will start as scheduled and will last 2 hours. No new inning will begin after 1 hour and 59 minutes of the official starting time of that game. **If the start time is not recorded prior to the beginning of the game, the scheduled start time will be considered the official start time.**
   1. During playoffs, the time limit rule is suspended. Games will play the full six (6) innings (5 ½ if the home team is winning). However, the mercy rule is still in effect. There can be no ties.
2. Game length is six (6) innings or two-hour time limit. A game shall be considered official regardless of how many innings have been played if the two hour time limit has been reached. There can be ties.
3. In the event of inclement weather, a game is considered “official” after 3 ½ innings if the home team is ahead, or after 4 innings if the home team is behind. The home team head coach has the authority to call the came before it begins due to inclement weather, but should nonetheless discuss the issue with the visiting coach and league commissioner must approve the cancellation. If the cancellation is approved by the commissioner, the home team coach is responsible for calling the away team coach to notify them of the cancellation. Both teams should then call their own players. If lightening is sighted during the game, the game shall be immediately halted and everyone should retreat to a safe place for at least 20 minutes. If the game is suspended due to weather or darkness prior to being official, it shall be rescheduled and play shall begin as a new game. The home and visiting coaches shall jointly determine if the game should be suspended due to weather or darkness and the safety of the players shall be the determining factor.
4. The following field dimensions shall apply for coach pitch:
   1. Home to Pitching Mound - 35 feet
   2. Base distance - 60 feet
   3. Home to second - 85 feet
5. Umpires will be used - one for each game. The league is responsible for paying the umpires. The home team head coach is responsible for notifying the league commissioner if an umpire does not attend the game as scheduled.
6. A “soft-tee” ball will be used and will be provided by RBSA. Hardballs are not to be used.
7. A team may start play with as few as six (6) players. However, a team may “borrow” players from the opposing team so the game can be played. This is up to the coaches’ discretion. As a courtesy to the opposing team, a coach who knows he may have too few boys for a game should discuss the matter with the opposing coach prior to arriving at the field for the game. Boys from other teams or leagues are not to be used without prior approval by the commissioner.
8. Head coaches will, at the conclusion of the game, gather to review and agree on the final score and the home team head coach will submit the final score to TeamPages.
9. Little League rules will cover everything else not covered in these RBSA rules.

**Offense:**

1. All players on the team will be in the batting lineup (roster batting). If a player arrives late to a game and misses his turn in the lineup, he shall be added to the end of the lineup.
2. “Caged” helmets must be used for batting and base running.
3. No bat may be used that has a barrel greater than 2 ¼” in diameter.
4. Players may only wear molded plastic spikes or tennis shoes (no metal cleats).
5. A team “at-bat” is defined as three outs, or when all players on the team have batted once in an inning. Each team may bat as many players as the team with the most players. For example, if one team has 9 players and the other has 10 players, each team may have up to 10 at-bats per inning.
6. The coach-pitcher shall be an official coach for the batting team. The coach/pitcher must throw the ball overhand to the batter. No underhand deliveries, “darting the ball” or pitching from a knee. In order to speed up a play, the coach/pitcher shall keep a bucket of baseballs at the mound. When the batter does not make contact with the ball, the catcher should push the ball aside or put in another bucket and the coach/pitcher shall continue with another ball. Loose balls should not be allowed to remain in the batter’s box area, posing a potential slip or fall hazard for players. The offensive team shall be permitted to have a coach positioned behind the catcher to collect loose ball and direct base runners to slide into home plate in the event a play at the plate is eminent.
7. A batter is out after 10 pitches (regardless of how well the coach is pitching) or swinging on the 3rd strike. There shall be no called strikes.
8. There shall be no walks or bunting. Batters must take a full swing.
9. Leading off bases or stealing bases is not permitted. The base runner may not leave his base until the ball is hit.
10. Runners may not advance by tagging up.
11. Head-first slides are prohibited. One warning will be issued per team per game about head first sliding, any subsequent head first slide following the warning will be ruled as an automatic out. A runner trying to advance to home plate must slide if a player at home plate is in possession of the ball or a play at the plate is imminent. In the opinion of the umpire, if a runner collides with the fielder at home plate or any other base in an attempt to intentionally jar the ball loose, or the runner creates a dangerous situation by attempting to jump or leap over the player with the ball, the runner will be called out. Feet-first sliding is permitted.
12. A designee for each team shall be the designated score keeper and shall provide the opposing team with a lineup before the start of each game. Throughout the game, the scorekeepers shall periodically review the score.

**Defense:**

1. Each team is to play all players in the field. Players must play on the outfield grass to be considered an outfielder.
   1. There shall only be six (6) infielders- pitcher, catcher, first baseman, second baseman, shortstop and third baseman, and they should begin play in their traditional places. A player is not permitted to be stationed in the dirt behind second base (unless it is the shortstop or second baseman).
   2. If the defensive team has at least 9 players at the game, a player must occupy the catcher’s position.
2. Players must rotate positions at least every 2 innings. Each player must play two (2) innings in the infield and two (2) innings in the outfield every game.
   1. Each player must play at least one inning of their mandatory two innings in the infield at some position other than catcher. All players should learn to play every position.
   2. Each head coach shall keep an accurate record of his player’s positions played during the game for review by the opposing team’s head coach upon request.
3. Fielders are to hold their normal baseball position until the ball is hit. Defensive players shall be instructed not to stand in the base line. A fielder has the right to the baseline when fielding a ball. Base runners shall have the right to the base if a fielder does not have possession of the ball or is not in the process of fielding the ball.
4. A player-pitcher shall be in a position near-parallel to the coach-pitcher.
5. The coach-pitcher shall not attempt to field any ball nor obstruct any player from fielding the ball. If a batted ball hits the adult pitcher or hits the ball bucket, the batter is awarded a single and the ball is declared dead. Each base runner shall advance one base. If the coach-pitcher intentionally touches the batted ball, (judgment calls by the umpire), the batter is out and the ball is declared dead. No base runner is permitted to advance.
6. The defensive team is permitted to have 2-3 coaches in the outfield. The coaches may give verbal instructions but may not interfere with the ball except in a situation where the coach determines there would be a danger to a player. If the coach interferes with the hit ball in the infield, the hitter will be awarded a single and each base runner shall advance one base; in the outfield, it shall be a ground rule double. Base runners may advance an equal number of bases and no more.

**Running / Overthrows / Halfway Rule:**

1. Dead ball / halfway rule: On a ball thrown from the outfield, the ball is declared dead when it crosses the plane of the infield (the infield plane shall be predetermined by the coaches before the start of every game). The ball does not need to be under the control of an infield player or the coach-pitcher at the time of the dead ball. Upon a dead ball, the halfway rule is enforced. The halfway rule states that when runners are in motion, they must be at least halfway to the next base at the time the ball crosses the plane of the infield to be awarded the next base. The final decision is made by the umpire when the ball is declared dead, however coaches themselves should attempt to enforce this rule fairly. Attempts will be made for the halfway line to be marked on the field before the game. Should the halfway line not be marked, the coaches shall draw a line in the dirt. Reminder: we are trying to teach the fundamentals of the game baseball, not create a track meet.
2. On defensive overthrows, the ball is declared dead and no runner may advance on any defensive overthrow. The halfway rule will apply to all base runners at the time of the overthrow.

**CONDUCT RULES:**

1. Coaches are not permitted to smoke, drink or chew tobacco while coaching during games or practices. Coaches, players and fans are not permitted to scream at, swear at or belittle a team member, other coach or umpire. Coaches, players and fans will be asked to leave the game if these rules are not adhered to. Coaches, players and fans shall support their team, but shall not make negative comments about the opposing team or any of its players. The coaches shall be responsible for the actions of their own team and insure that their team and its players behave in an appropriate manner.
2. There shall be no arguments on umpire judgment calls. Decisions of the umpire shall be final. After time is called, rules and interpretations may be discussed with umpires by the head coaches only in a courteous manner away from the players, fans and other coaches.
3. The away team is entitled to the field for warm-ups 30 minutes prior to the game; home team gets the field 15 minutes prior to the game. If both teams arrive at the field earlier than 30 minutes, field time should be divided equally between the two teams.
4. When not playing in the field, batting, or on-deck, all players are expected to sit on the bench and observe the game. The coaches or bench parents are responsible to make sure players comply with this rule and behave in an appropriate manner.
5. Throwing of equipment will result in the removal of the offending player from the game by the umpire. The umpire may issue one warning if warranted.
6. All coaches and players will be expected to lineup at the conclusion of the game to shake hands with the opposing team.
7. Any violation of the Conduct Rules shall be brought to the attention of the violator(s) immediately by the umpire or head coaches. If the violator refuses to correct his/her behavior immediately upon notification and/or continues to ignore the Conduct Rules, the coaches shall have the right to eject the violator from premises immediately and/or the umpire shall have the right to call the game over. Any infraction resulting in a game stoppage by the umpire or a violator being ejected from the game and/or premises should be reported to the league commissioner who shall have the right to enforce any disciplinary action he/she deems suitable after evaluating the circumstances relating to the incident. The RBSA executive board shall be notified of the circumstances of the incident and the resulting disciplinary action.