



LAKESHORE BASEBALL AND SOFTBALL ASSOCIATION

COACH PITCH RULES

Objectives

The primary objectives of Coach Pitch Baseball are to continue teaching young players the fundamentals of the game, to improve the players' skills, and to develop habits of good sportsmanship. The most important rules are that the kids should always have fun and that they should come away from the season feeling encouraged to continue with baseball or softball.

Field Layout

Bases are set 60 feet apart in a normal "diamond" configuration.

Game Administration

1. The "Home Team" is in the field first and bats last.
2. A division coordinator designated by the league will determine whether fields are playable. Coaches must not conduct practice or play games when the coordinator has determined the fields to be unplayable. The division coordinator will communicate with the coaches if the fields are closed. The coaches are responsible for communicating with their players/parents.

Duration and Weather Delays

1. A game is 6 innings or 1.5 hours, whichever comes first. No weekday game may go beyond 8:00 P.M.
2. A game may be shortened by mutual agreement of the coaches for reasons such as darkness or inclement weather.
3. A game must be halted immediately if thunder/lightning is in the area.
4. There is no requirement that cancelled games be made up. Coaches are encouraged not to use the limited available practice time to play make-up games.

Uniforms and Appearance

1. All players are to wear Lakeshore uniforms during games, including hat, shirt, and baseball pants, but will not be disqualified from playing in a game for failure to wear a complete uniform. It is the responsibility of coaches to discipline players who repeatedly violate this rule. Hats must be worn correctly, and shirts must be tucked in at all times.
2. Wearing of jewelry by players is discouraged. Umpires may require the removal of any jewelry which, in the umpire's judgment, may present a hazard to the player or others.



3. Catchers must wear facemasks, chest protectors, shin guards. Boys must also wear protective cups.

Rules of Play

1. There is no leading off or base stealing.
2. There is no bunting.
3. Runners may not advance after a caught fly ball. There is no "tagging up." If a runner leaves the base before a fly ball is caught, and the ball is thrown to the base before he returns, the runner is out (i.e. "doubled up").
4. A play is over when the ball is under control of an infield player or the pitching coach (in the infield). All base runners must go to the base to which they are nearest (either advance or return) when the play ends.
5. If a thrown ball goes out of play, regardless of where the throw originated, the play is dead and runners advance one base beyond the base to which they are nearest.
6. The batting order for the team shall include all team members and each player will bat in order. Batting orders may remain static in-game, but must be rotated game to game. Over the course of the season, the batting orders should be spread evenly amongst all layers.
7. There is no infield fly rule.

Safety

1. All batters, runners and catchers must wear protective helmets.
2. Catchers must also wear a facemask, throat/neck guard, chest protector, shin guards, and protective cup (boys only).
3. All bats not being used at the plate must remain on the ground. Warm up swings are only allowed at the plate. There is **NO ON DECK CIRCLE**. Only the active batter is allowed to have a bat in their hands.
4. Sliding is permitted, and is encouraged as necessary to avoid collisions. Sliding is only allowed **FEET FIRST. NO HEADFIRST SLIDING IS ALLOWED**. The runner is out if they slide headfirst.
5. At home plate, a runner must slide when a defensive player has the ball and is attempting to put the runner out. No collisions with the catcher will be permitted.

Scoring

1. There is no formal scoring (i.e. no scorebook or game changer) and therefore no formal win-loss records.
2. For weeks 1-2, no score is not kept due to the continuous batting order.



3. For weeks 3 and 4, score is defined as how many “3-out-half innings” were recorded.
4. After week 4, coaches may elect to keep score based on runs scored per half inning.

Batting Order, Defensive Lineup, and Player Participation

1. All players bat in a continuous batting order. Batting order must be changed from game to game.
2. All players must be exposed to all fielding positions and playing time at all positions should even out amongst all players over the course of the season.
3. At a minimum, all players must change positions after the second and fourth innings of each game. Positions should be changed more frequently.

Umpires and Game Conduct

1. There are no umpires. Coaches will make all the calls. If the coaches do not agree on a call, the pitching coach has the final say. Coaches should generally defer to the opinion of the coach who had the best view of the play.
2. When batting, teams should have a coach or parent helper as the first and third base coach to instruct baserunners and assist with the pace of play.
3. For teaching purposes, coaches on the fielding team may be on the field and may direct the positioning and play of the fielders.
4. Jeering, teasing, or taunting the opposing team’s players will not be tolerated. It is the responsibility of all coaches to enforce this rule.

Pitching

1. Coaches pitch (overhand for baseball, underhand for softball) to their own team. A League-approved pitching machine may also be used.
2. A batter gets a maximum of 5 pitches to put the ball into play.
3. There are no balls or strikes. Foul balls are considered in the pitch count.
4. After 5 pitches, the player will hit off the tee to put the ball in play and keep the game moving.
NO EXCEPTIONS.

Fielding

1. Teams will play all players on defense each inning, with a minimum of one catcher, one player at each infield position, and 4 outfielders.
2. Teams may play 2 fielders at “pitcher”, one on either side of the coach that is pitching.
3. Milestones when defensive teams leave the field vary throughout the season. See “Batting”



below.

Batting

1. For weeks 1 and 2 of the season, a team stays at bat until it has batted one full time through its lineup. The last batter hits a “home run” and clears the bases.
2. After week 2, a team stays at bat until three outs have been recorded **or** the team has batted one full time through its lineup; **whichever comes first.**
3. An inning is over when both teams have been up to bat.

Baserunning

1. Runners must remain in contact with the base until the ball contacts the bat.
2. A runner who intentionally collides with a fielder is out. If a fielder obstructs the path of a runner, the runner advances to the next base without liability to be put out.

Playoffs

1. There are no playoffs in Coach Pitch. However, time/weather permitting, there may be tournament at the end of the season in which score will be kept, and games will be won/lost.