



## **DISTRICT 5 SOFTBALL ALLIANCE**

### **MINORS - COACH PITCH RULES**

#### **Objectives**

The primary objectives of Minors - Coach Pitch is 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 playing next year.

#### **Field Layout**

1. Bases are set approximately 60 feet apart in a normal "diamond" configuration.
2. The pitching coach should throw from a distance of approximately 30-35 feet from home plate. However, pitching distance should be adjusted as necessary to maintain accuracy.

#### **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.
3. Games are played using the appropriate balls (i.e. baseballs or softballs).

#### *Duration and Weather Delays*

1. A game is 6 innings or 2 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 may be suspended for rain by the umpire and may be restarted at any time provided that the field conditions permit.
4. A game must be suspended immediately if lightning is observed by anyone. If using a weather app with lightning tracking, a game should be suspended if lightning is noted within 10 miles of the field. Play may be resumed a minimum of 30 minutes after the last lightning bolt was observed.
5. If a weather delay lasts more than 60 minutes, the game should be postponed.



### *Rules of Play*

1. There is no leading off, base stealing, bunting or tagging up.
2. Bunting is **NOT** permitted.
3. A play is over when the ball is under the control of the infielder playing the position of pitcher or the coach who is pitching. All base runners must go to the base to which they are nearest (either advance or return) when the play ends.

### *Safety*

1. All batters, runners and catchers must wear protective helmets. Catchers must wear facemasks, throat/neck protectors, chest protectors, and shin guards. Boys must also wear protective cups.
2. 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.
3. Sliding should be discouraged during game play, but may be worked on during practices.

### *Scoring*

1. There are no formal win-loss records.
2. Runs scored per inning should be logged.

### *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. No player should play in the field more than one inning longer than any other player. Players should not be off the field for two consecutive innings.

### *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. 5 Run Rule: In every inning, the half inning is ended when 5 runs are scored.
3. 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. 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 to their own team. Overhand pitching should be used for baseball and underhand pitching used for softball.
2. A batter gets a maximum of 5 swings to put the ball into play. After 5 swings, the player will hit off the tee to put the ball in play and keep the game moving. This rule is to be enforced at the coach's discretion based on the ability level of their team.

### **Fielding**

1. Teams may play their entire team defense each inning, with a one catcher, one pitcher, and one player at each infield position. Remaining fielders should be placed in the outfield.

### **Batting**

1. A team stays at bat until three outs have been recorded **or** the five run rule has been reached. The next turn at bat starts with the next hitter in the lineup.

### **Baserunning**

1. Runners must remain in contact with the base until the ball contacts the bat.
2. Stealing, leading off, or tagging up is **NOT** permitted.