

Erwin Parks & Recreation
Coach Pitch League Rules 2010

1. PLAYER ELIGIBILITY:

Participants must be at least 6 years old before May 1, 2010 and not turn 9 years old before May 1, 2010.

2. GAMES:

Games will consist of three (3) complete innings. **NO SCORE will be kept.**

3. INNINGS:

An inning consists of both teams having one (1) turn on offense and defense. Each team shall bat 2/3 of their players per inning. Teams will switch sides after the last predetermined batter completes a turn at bat. The last inning shall continue until all players have completed a second turn at bat for the game.

4. COACHES:

Each team will be allowed up to four (4) coaches.

Offense – one coach at third base, one coach at first base, one coach pitching, and one coach in the dugout/bench area for player control.

Defense – There may be up to two (2) defensive coaches in the outfield, provided they do not interfere with play.

5. EQUIPMENT:

All batters and base runners **MUST** wear a helmet while in live ball territory. Helmets must give protection to temples, ears, and base of skull.

All players **MUST** wear shoes. Tennis shoes or shoes with molded plastic or rubber cleats are permitted; **NO** metal spikes are allowed.

Catchers **MUST** wear all protective equipment, mask with detachable throat protector, shin guards, chest protector, athletic supporter with protective cup and full catcher's helmet.

6. DEFENSE:

Teams shall play ten (10) defensive players in the field consisting of a pitcher, a catcher, 4 infielders, and 4 outfielders at equal depth (no short-fielder). **NO** fielder shall be positioned closer to the plate than the hash mark, except the catcher who must be in a squatting position behind the plate. Only one player shall be positioned in the "pitcher's circle" who must have at least one foot on or inside the "pitcher's circle" at the time the bat contacts the ball.

NO player shall sit out more than one (1) inning on defense.

7. CONTINUOUS BATTING ORDER:

Each team will make up a batting order consisting of all members of the team that are present for the game. Players will bat in this order throughout the game. Any players arriving late must be placed at the end of the lineup.

8. BATTING:

Each batter will have up to six (6) pitches per turn at bat. The batter shall be declared **OUT** if the batter fails to hit a fair ball after 6 pitches (unlimited number of fouls on the 6th pitch).

If a fair batted ball hits the coach pitcher before a defensive player touches the ball, “Dead Ball” shall be called by the umpire. If unintentional, the batter is awarded first base and all other runners advance one (1) base only if forced. If the coach pitcher intentionally interferes, the batter and the lead runner are declared OUT and all other runners must return to the base occupied at the time of the pitch.

9. NO SLINGING OF THE BAT.

1st offense – Player shall be warned.

2nd offense – Player shall be declared OUT.

10. NO INFIELD FLY RULE.

11. BASE RUNNING:

Runners may not leave the base until the bat makes contact with the ball (NO STEALING). Runners are allowed to advance as many bases as they wish unless they are called out or until the ball becomes dead (see rule 12). However, runners may advance only one (1) base on an overthrow to first base. Fielders should be taught to make a play at second base since the runners cannot advance past second base.

NO HEAD FIRST SLIDING! Runner will be declared OUT.

Mandatory COURTESY RUNNER for the catcher when on base with the last batter up (optional earlier). The courtesy runner shall be the **last batter not on base**.

12. OUTS:

Players will make outs (and leave the bases) according to traditional rules, but each team will bat 2/3 of their players each inning regardless of the number of outs made.

13. DEAD BALL:

To end each play, the ball must be “controlled” in front of the lead runner. “TIME” will be called and all runners are assigned their base by their position on the base path at the time of the dead ball. Any runners who have past the hash mark (line halfway between the bases) may advance to the next base. Any runners who have not past the hash mark must return to the previous base. *The “dead ball” rule will not be in effect for the last batter of each inning.*

14. CONDUCT RULES:

All cheering shall be in a positive manner at all times. Please cheer for all players, not just your own team. Any player, coach, or spectator ejected from a game for unsportsmanlike conduct shall serve a minimum two (2) game suspension with additional suspension possible at the discretion of the Erwin Parks and Recreation Department. Suspended persons will be suspended from all activities held by the Erwin Parks and Recreation Department until their suspension is fulfilled within the division that the suspension was levied. Any appeal of this decision may be made to the Erwin Parks and Recreation Advisory Board, whose decision will be final.