

complaints such as lack of knowledge of rules, etc. will be considered. Complaints on umpire judgment will not be honored.

3. Complaints lodged against an umpire will have no bearing on games already completed.
4. If an umpire does not appear for a game, the coaches may agree on a person or persons to umpire and the game will be official. If the coaches cannot agree, the game will be rescheduled.
5. In the event of the umpire forgetting or losing track of ball and strike count, the home team score book will be used.

Revised 3/15/2014



Coach Pitch Rules

ROSTERS

1. Rosters are limited in general to a minimum of 8 players and a maximum of 13 players.
2. All players' information must be printed or typed on rosters provided by the league.
3. No team roster is valid until players' registration fees are paid to the league and birth certificates are on file.
4. If a Coach has dropped a player from the roster, an explanation must be provided to the league.
5. All roster additions must be in the first half of the scheduled league games in which the team is participating.
6. There will be no recruiting from other teams by another Coach.
7. A player may be excluded from playing a game as a result of disciplinary action, i.e., missing practices (unexcused), inappropriate speech, etc. The affected Coach must inform the other coach. The reason for this action must be written on the back of the game card.

GAME REQUIREMENTS

1. Six (6) innings constitute a regulation game.
2. A game called for rain or darkness only shall be declared a regulation game after 4 innings, 3 ½ innings if the home team is ahead.
3. No new inning will start one hour and fifteen minutes after the first pitch.
4. In the event of a tie game after nine innings, the game ends as a tie.
5. All players must wear like colored shirts with a number on them.
6. One coach selected at the start of the game is the only one allowed talking to the umpire on a disputed play.
7. Home team will be the team on the bottom of the pairing as it appears on the schedule. The home team score book will be the official book for the game. Umpires will confer with both home and visiting benches to confirm score between innings. Any discrepancies should be cleared up before the start of a new inning. After a new inning has been started the score from a previous inning will not be changed.

21. When a batter/base runner overruns first base after touching it and turns to the left this may be considered an attempt to advance to second and the base runner may be tagged out. The attempt is a judgment call by the umpire.
22. A base runner may advance on a fly ball as long as fielder touches the ball at some point during the attempt to field it. The runner must not leave his/her base until the fielder touches the ball first.
23. If a runner slides and the base becomes dislodged, he/she shall not be declared out if he/she is judged to be safe by the umpire, and he/she stays at the position where the base is supposed to occupy or remains in contact with the base.

EQUIPMENT AND PLAYING FIELD

1. No metal cleat shoes will be allowed.
2. Catcher must wear catcher's equipment: head gear with throat guard, chest protector, and shin guards.
3. Big-barrel bats (larger than 2¼") must be USSSA approved.
4. All batters and runners must wear helmets.
5. Base distance – 60'
6. Regulation SAFETY 5 (coach pitch type) balls will be used in all league games. .
7. Pitching distance – 35' from home plate.
8. Overthrow line is 15' behind foul lines at first and third bases.
9. The pitching circle is to be a 15' diameter starting in the middle of the pitching mound.

PROTESTS

There are no protests allowed at the Coach Pitch level. All games will be played as scheduled. Any complaints are to be addressed with the Northgate Optimist Commissioner.

UMPIRES

1. The league will provide Coach Pitch umpires.
2. To lodge a complaint against an umpire, the coach must submit, in writing, a letter to the Northgate Optimist Commissioner, setting forth completely the accusations against the umpire. Only

12. The base runner is on base and is struck by a fair-batted ball, the runner is safe. The batter is entitled to first base and the ball is dead.
13. When a player loses possession of the ball, such as an attempted tag, and the ball enters the dead ball area or becomes blocked, all base runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became dead.
14. If in the judgment of the umpire, a fielder intentionally carries a live ball from the playable territory into the dead ball territory, the ball becomes dead and all base runners are awarded one base from the last base touched at the time they entered dead ball territory.
15. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into a defensive player, the runner is declared out. The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision.
NOTE: IF THE ACT IS DETERMINED TO BE FLAGRANT THE OFFENDER SHALL BE EJECTED FROM THE GAME.
16. If the catcher is going for the ball, the catcher has the right to be in the baseline. If the catcher does not have or is not going for the ball, the catcher cannot block the baseline.
17. When a base runner abandons a base, does not attempt to advance to next base, and enters the team area or leaves the field of play, the base runner shall be declared out immediately.
18. When a base runner runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path it will not be considered an automatic out.
19. A base runner is not out when they do not run in a direct line to the base, providing the fielder in the direct line does not have the ball in their possession.
20. When a batter/base runner overruns first base after touching it and turns to the right with no attempt to advance to second base, the runner is considered safe.

DEFENSE (PLAYING THE FIELD)

1. 4 infielders, 4 outfielders, 1 catcher, and 1 pitcher constitute a full team on the field of play. Extra players may play in the outfield. **(Outfielders must play at least 25 feet behind the base line).**
2. Catcher must wear catcher's equipment, head gear with dangling throat protector, chest protector, and shin guards.
3. A team on defense shall be allowed no more than 2 time-outs per inning. **Exception:** Injury to a player or other emergency.
4. One coach may stay in a coach's lane in front of the dugout; one may assist players from outside the playing area (on own team side only). The remainder must stay in the bench area.
5. The defense pitcher may stand on either side of the pitching coach.
6. The infield fly rule does not apply at this level.
7. The pitching coach may not intentionally interfere with a *batted* ball. If interference is called the ball will be dead and the pitch does not count against the batter. All runners must return to their original base.
8. The pitching coach may not intentionally interfere with a *thrown* ball. Once contact is made, the pitching coach must exit the diamond until the play is dead. If interference is called the runner closest to home is out and all runners must return to their original base.
9. The play is dead when the defensive pitcher has control of the ball in the pitching circle.

OFFENSE (BATTING)

1. Every player in attendance shall bat even though they may not be an active defensive player for that inning. The batting order shall consist of all eligible team members. Each player must come to bat before the first batter bats a second time. Players arriving late must be added to the bottom of the batting order, and shall take that turn without disrupting the lineup.
2. All players must bat in correct order according to the line up card presented to home team's official scorekeeper. If the hitter bats out of batting order and reaches first base the batter is out.
3. Late arriving players may only be added to the bottom of the official line up.
4. A maximum of 5 pitches per batter. 3 strikes and the batter is out. **Exception**** If the ball is hit foul on the 3rd strike (even if it's the 5th pitch) the batter is not out. Additional pitches will be thrown until the ball is hit in fair territory, swung at and missed, or allowed to pass and therefore called a strike.
5. There will be no walks.
6. There will be "NO" free base given for a batter hit by a pitch.
7. Coaches may pitch underhand or overhand, but once the first pitch is made to the batter in whichever manner that pitch was thrown all other pitches to that batter must be pitched in the same style for the batter. The next time the batter is up the other style may be used.
8. If the coach throws the ball underhanded, no windmill windups will be permitted.
9. The coach must throw from within the circle. After the batter makes contact, the coach must leave the diamond.
10. No bunting will be allowed.
11. Batter is out if they throw the bat and it hits the backstop or beyond the imaginary line from the wings of the backstop. This does not mean a bat slowly rolls into the backstop, or if the batter carries the bat down the first base line. The rule shall be enforced by the umpire when in their opinion the action is unsafe. **ONE WARNING PER TEAM. PENALTY:** The batter is out.
12. One coach may coach first base and one may coach third base in the coach's boxes. Coaches are not allowed on the field of play.

Coaches cannot touch a base runner. **PENALTY:** The runner is out.

OFFENSE (BASE RUNNING)

1. A player may advance only when the ball is hit.
2. Under no circumstances is a runner permitted to steal a base when a ball has not been hit fairly by a batter. The runner must return to their base.
3. No leading off. The base runner cannot leave their base until the ball is batted. **PENALTY:** The runner is out.
4. No sliding into first base, except when return to first base.
5. On a hit ball that is in fair territory, runners cannot advance once the defensive pitcher has control of the ball in the pitching circle.
6. A runner that is halfway toward the next base will be awarded that base. This halfway rule will be the judgment of the umpire.
7. Two base runners may not occupy the same base simultaneously. **PENALTY:** The base runner that first legally occupied the base shall be entitled to it. The second base runner maybe put out by being touched with the ball unless they make it back to the preceding base. **(THIS IS NOT AUTOMATIC OUT.)**
8. Failure of a base runner to touch a base and the runner enters team's bench area or play is over and ball is thrown back to base that runner missed to make an appeal. The runner will be declared out according to judgment of umpire.
9. No runner may return to a missed base or one they had left illegally once they entered the team's bench area, or a following runner has scored. First runner automatically out.
10. When the ball is in play and is overthrown beyond the boundary lines, awarded bases shall be determined by the position of the base runners at the time of the throw. If 2 runners are between the same base, the award is based on the position of the lead runner.
11. When a base runner is struck with a fair-batted ball in fair territory while off the base and before it passed an infielder, and in the judgment of the umpire, no other infielder had a chance to play the ball, the base runner is out. The batter is entitled to first base and the ball is dead.