

Green Brook Baseball Coach Pitch LEAGUE RULES



All general safety, uniform, general and standard rules apply unless otherwise stated. Games are scheduled for 90 minutes.

Special Coach Pitch League Rules –

The purpose of the Coach Pitch (CP) Division is to serve as a developmental step for baseball players transitioning from Tee Ball to the AA division. The age range of players in CP is generally six to eight years old.

The following rules are intended to summarize and/or clarify the modifications of the regular baseball Rules and Regulations.

OBJECTIVES OF THE GAME, THE PLAYING FIELD, AND EQUIPMENT

The playing field shall be laid out according to the Official Rules Bases – 60 feet

No fielder may be closer than 40 feet from a batter when a play begins. Pitcher is to be positioned within the pitcher's mound area.

Pitching – The Coach shall pitch a distance that is comfortable for both the batter and coach. The coach can pitch from a knee or standing position and throw the ball overhand(as opposed to underhand). The intent is to provide the maximum opportunity for the batter to make contact. Managers, coaches or assigned adult pitchers will pitch to their own teams.

Bats

The bat shall not be greater than 33 inches in length and the bat barrel size not greater than 2 ¼ inches in diameter. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be permitted. . Wood 2 ¼" barrel bats are allowed. (1.10)

Game Ball type – Level 5 RIF (Reduced Injury Factor) Baseball

A fully dressed catcher may be used. If a catcher is used they shall include shin guards, chest protector, full helmet and mask with a throat protector. The proper

headgear for a catcher must protect the top of the catcher's entire face and head (1.16).

GAME PRELIMINARIES

The home team takes the first base dugout unless agreed in advance by both teams.

All players are permitted on the field including catcher (all catchers must be fully dressed).

Interleague only - All nine standard baseball positions are required to be filled with the additional infield player behind second base and any additional players in the outfield.

All outfielders must be placed on the outfield grass

Substitute Players

Players may substitute positions during an inning at any time the ball is dead. The manager must rotate all players allowing the players to rotate between infield and outfield positions.

The offensive team is permitted to have a coach at first base, third base and batter positions.

The defensive team is permitted to have three (3) coaches in the outfield standing behind the outfielders to provide assistance with positioning of defensive players.

STARTING AND ENDING THE GAME

Games are scheduled for 90 minutes.

An inning ends with 4 runs, 3 outs, or the roster bats/roster continues to bat up to the other team's roster amount, whichever is greater

PUTTING THE BALL IN PLAY, DEAD BALL, AND LIVE BALL (IN PLAY).

Reference Section 5 of the Official Rules.

Play ends, When the ball is caught by an infielder on a fly and maintains possession

When the ball is either held by the infielder or thrown towards a base by an infielder.

For example, a ball hit to the shortstop is either held by the shortstop or thrown to any infield base.

When the batter reaches the base safely

When the batter is tagged out on base.

Runners can advance only one base on a hit. Any ball hit in the infield the batter and base runners cannot advance more than one base (for example- if the bases are loaded and a ball is hit to the shortstop and the fielder throws it over the first baseman's head, each runner can only advance one base. A run will score and the bases will remain loaded. Reasons: Eliminate over aggressive coaches who continue to run their players. Encourage the children to try to make the throw, knowing there is no penalty for a poor throw. Some children are afraid to be yelled at if they make a poor throw).

The ball is DEAD when the play ends.

THE BATTER

Entire roster bats in order. If a player shows up after the game has started, that player is placed at the bottom of the order.

No bunting in Rookie league.

- All batters will get six (6) pitches, regardless of strike count, if batter fouls off pitch #6 then gets another pitch (continuous foul balls), batter cannot strike out on a last pitch foul ball.

Coach pitchers will be limited to instructing only on mechanics from the mound.

If player throws a helmet or bat in an unsportsmanlike manner, the offensive coach should provide a warning to the player for the first infraction and discipline the player for a second or repeated infraction.

THE RUNNER

Substitute runners are permitted only in the event of an injury. The substitute runner will be the player who made the last batted out.

Leadoffs and steals are not permitted.

No infield fly rule in Rookie league.

Base runners must wait until the ball is hit to leave base.

Sliding is discouraged however base runners may slide to avoid contact and are limited to only feet first sliding.

This division is a non-umpired division. The offensive coaches shall make all calls on the field. There is no appeal of a call. The coach on the mound has the final say in all calls. They may utilize help (fair/foul or if a player was tagged, etc.) from the other offensive coaches who may have a better view.

No standings are kept. No playoffs at the end of the season. Extra games may be added subject to time and field availability.

Points of order (not to be included in the rules):

- Managers should have a spreadsheet prior to the start of the game based on field positions for each child and ensure everyone is playing different positions throughout the game, including infield positions, based on the safety risk.
- Managers should have a batting line-up card prior to the start of the game
- Managers should assign Coaches with TASK: 1st Base Coach, 3rd Base Coach, Outfield Coaches and so on
- Managers should always help the child get the Catchers equipment on
- Home team sets up the field, Away team is responsible for raking the field, tarping the mound and cleaning up after the game.
- The Home team supplies two game balls