



5U & 6U Coach Pitch Rules

1. Play is stopped when lead base runner is stopped.
2. All teams will bat the bench. Late arrivals will be inserted as the last batter on the line up card.
3. Maximum of seven (7) runs scored per ½ innings will be allowed. Once a team scores seven (7) runs, the team batting will go on defense, regardless of the out count.
4. Batter will receive 3 coach's pitches, if batter does not put the ball in play a batting tee will be used. The batter has 2 attempts to put the ball in play fairly. The plate appearance cannot end on a foul ball unless it is caught in the air by the opposing team.
5. Pitching coach must throw over handed.
6. Coach Pitcher may not be closer that 30 ft from home plate, and must have at least one foot on the pitching line.
7. Position pitcher must have both feet within the pitchers circle.
8. **Any batted ball that hits the pitching coach is dead. The pitch does not count.**
9. Ten (10) players will play in the field. **A team must field eight (8) players to start the game.**
10. **If any team falls below eight (8) players, the game will be a forfeit.**
11. Coaches may interchange defensive players.
12. Time limit – 1hr 15 min or 5 innings.
13. Run Rule – 12 after 3 and 8 after 4.
14. Game times – 6:00pm & 7:30pm.
15. **No bunting.**
16. **No infield fly rule.**
17. **Catcher must field position behind home plate.**
18. **No stealing.**
19. **A defensive coach may stand in the outfield and coach is players as long as he doesn't interfere with a play or the game. If the umpire feels the coach is impacting the game negatively, he can remove him.**

Regulation 9", 5oz USSSA baseballs will be used.

General park rules:

No outside food or beverages are to be brought in to the complexes.

No pets allowed in the complexes.

Smoking in designated areas only.