



## **Coach Pitch Rules:**

Coach pitch is designed to bridge the gap between T-Ball and Kid Pitch baseball. Replacing machine pitch, this division allows the team coach to pitch to players, creating a more controlled and encouraging learning environment.

- 1) Coaches Pitching Distance – 40 feet (**Must be an overhead throw**, NOT underhand)
- 2) Base Distance – 60 feet
- 3) **Regulation Game – 5 Innings** (3 innings OR 2 ½ innings with the home team ahead constitute a complete game.)
- 4) **Time Limit – 1 hour 15 minutes.** No inning will begin after the time limit regardless of the innings played.
- 5) **If the time limit is reached in the middle of an inning, with the home team losing by 5 or fewer runs, the home team will be granted a chance to bat.**
- 6) **If the game is tied after time limit has been reached, or after the 5<sup>th</sup> inning, the game ends in a tie. There will be NO extra innings played in this division.**
- 7) **Run Limits** – There will be a 5 run limit per half inning at bat. Only 5 runs will count per team at bat.
- 8) **Run Rule** – In the instance in which a team is leading by 15 runs after 3 innings, or 10 runs after 4 innings, the game will be declared a complete game.
- 9) Infield Fly WILL NOT be in effect.
- 10) A batter is out and may not run on a dropped 3<sup>rd</sup> strike.
- 11) Bunting is **NOT** allowed.
- 12) If a batted ball strikes the coach who is pitching, the play is considered dead, and the batter will be awarded first base. All other base runners may advance one base.
- 13) Balls and strikes will not be called, no walk, balk, or bases for a hit batsman will be granted. The batter will be called out after three (3) swinging strikes or five (5) pitches unless a foul occurs on the 5th pitch or later pitch.
- 14) In the instance in which there is a bad pitch, and the batter does not swing, or a pitch hits the batter, the umpire shall declare a **NO PITCH**. This will result in a re-pitch and the previous pitch does not count towards the 5 pitches from the coach. **This is at the discretion of the umpire, not the coach.**
- 15) No base stealing is allowed in this division. The base runner must maintain contact with the base until the ball has been put into play by the batter. If the base runner does not maintain contact with the base, and takes off early, before the ball is put

into play, the base runner will be declared OUT (One warning will be given to each team before being called out).

- 16) A member of the defending team will field in the pitcher's position. He/she must remain behind and to the side of the pitcher while the ball is being pitched.
- 17) Hash marks will be drawn midway between the bases: 1st base, 2nd base, and 3rd base. If a base runner is on or past the hash mark when the umpire declares "Time", the runner will receive the next base unless a lead runner negates the advancement. If a base runner is not yet to or on the hash mark when the umpire declares "Time", the runner must return to the last base touched.
- 18) There shall be a 16' circle (8' in radius) drawn from the center of the pitcher's plate. The line drawn around the pitcher's plate is considered inside the circle. Once the ball is returned to the COACH, who has possession of the ball, the umpire shall declare TIME. The defense will throw the ball to coach, not the defender in the pitcher's position.
- 19) Overthrow Rule – In the instance a live ball is thrown past a defender, the base runner may advance one base. Only ONE overthrow per live play. (Example: Batter hits the ball into live play, defender throws to first baseman, but the ball goes past the first baseman. The runner may advance to second base but must stay at second. Play is dead, once the runner reaches the next base.)
- 20) Runners may continue to advance to any base while the ball is live, unless there is an overthrow, the ball is secured in the circle, or if an umpire calls time.
- 21) No hidden ball tricks in this division.

## **General League Rules**

- 1) Once schedules have been published, no changes can be made without the consent of the Augusta Recreation Commission.
- 2) A coaches meeting will be held at the plate with the umpire crew before the start of the game.
- 3) Walk-up music and music played between innings is NOT allowed.
- 4) Teams must have a minimum of 7 players to start a game. If a team does not have at least 7 players by 10 minutes after the scheduled start time, they will forfeit the game.
- 5) In the instance of a team playing short, the empty spot in the batting order will be considered an OUT, unless agreed upon prior to the game by both coaches, that an out will not be enforced.
- 6) Batting order – Must rotate through the order consistently, all players must bat.
- 7) Bat throwing – Warning on first offense, then automatic OUT any offense following.

- 8) Outfielders must remain IN the grass.
- 9) No player may remain on the bench more than one defensive half inning at a time.  
(Exception: Injury or Illness.)
- 10) Players who are not on deck, must remain in the dugout as a safety measure. Any player on deck, must always have a helmet on.
- 11) If a pitcher is substituted out of the game, they may NOT return to the game as a pitcher in a different inning.
- 12) Defenders must be in possession of the ball to block a base.
- 13) If a defender has the ball and is blocking a base, the baserunner must either slide, try to avoid the defender, give themselves up, or try to return to the previous base. If the runner does not avoid contact and runs into the defender, the runner is out.
- 14) If the defender does not have the ball and blocks the runner from advancing to the base, obstruction will be called, and the runner will be awarded the base.

## **Game Day Equipment**

- 1) Game balls will be provided.
- 2) Teams may bring their own bucket of balls for warm-up.
- 3) Teams must be dressed in matching-colored shirts, no two players may wear the same number.
- 4) Catchers MUST wear full catchers' gear.
- 5) NO METAL CLEATS

## **Sportsmanship**

- 1) Players: Respect umpires, coaches, teammates, and opponents.
- 2) Coaches: Model respect, positivity, and fairness.
- 3) Parents: Cheer positively! Any spectator who is heard to be using foul language will be warned once, then asked to leave the facility.
- 4) Umpires: Decisions are final. Concerns must be emailed post-game.
- 5) Any taunting or language from players, coaches, or parents will NOT be tolerated. Any taunting/language that is seen or heard by the umpires will be given ONE warning before the individual may be ejected from the game. If the individual refuses to leave the game, continues to argue, or has another instance of language, it could result in forfeiture of the game, and suspension from the league and/or future programs.
- 6) No profanity or obscene gestures on the field or from the dugout will be tolerated.
- 7) **Any behavior that escalates toward or results in a physical confrontation will not be tolerated. This includes, but is not limited to, fighting, attempting to**

**fight, pushing, shoving, striking, threatening physical harm, or leaving the bench/sideline area to engage in a dispute.**

**a. Any player, coach, parent, or spectator involved in such conduct may be subject to immediate disciplinary action, including ejection from the game and removal from the league without prior warning. The Augusta Recreation Commission reserves the right to determine additional consequences as deemed appropriate.**

- 8) No slamming or throwing of any equipment. One warning given before ejections.
- 9) Post-Game Behavior: Handshakes or mutual respect displays are encouraged post-game. No taunting or celebration directed towards the opposing team.

### **Other Policies**

#### 1) Umpire Staff

- a. Umpires have full authority and discretion to make decisions on factual matters related to the game, and these decisions are final. However, if you disagree with a call, please wait until the half inning or the end of the game to respectfully address your concerns with the umpire or staff.
- b. If there is an injury on the field, the umpire may stop play at any time.

#### 2) Ejections

- a. In the event of a coach being ejected from a game. The coach will serve a minimum of a one game suspension depending on the severity of the ejection. Any following ejections will result in removal from coaching duties.

### **Weather Policies**

- 1) Lightning: Fields cleared immediately, delayed 15 minutes from the previous strike. Games may also be rescheduled after the first strike if the site supervisor determines the delay will be a long period of time.
- 2) Rain: Games will be played unless field conditions are unsafe.
- 3) Cancellations: Announced via email or call at least 1 hour prior to game time.

### **Heat Guidelines**

- 1) Heat index of 81-90 degrees. In this range, coaches will be encouraged to take extra steps to protect their players by making sure they keep them hydrated and by encouraging frequent substitutions during games and practices.
- 2) Heat index of 91-100 degrees. In this range, catchers will be allowed to catch only two innings in succession. If it is a practice day, coaches are instructed to keep players well hydrated and to take frequent breaks.

- 3) Heat index of 101-110, in this range, the length of games will be modified according to the schedule below.
  - a. Baseball and softball ages 7, 8, 9 & 10 – games will be reduced by 15 minutes.
  - b. Baseball and softball ages 11, 12, 13, 14 & 15 – games will be reduced by 20 minutes.
- 4) Heat Index above 110 degrees, games will be rescheduled.

Contact [sports@augustaksrec.com](mailto:sports@augustaksrec.com) with Questions