

COACH PITCH PLAYING RULES

All rules and regulations are per ASA Youth 10-under Classification with the following exceptions:

Ball: 11"

Playing Field: Bases 60 ft., Pitching 35 ft., Pitching Circle eight (8) ft. radius around the pitchers plate.

The Game: Five Innings or Sixty (60) Minutes

Team: Girls, each team may use nine (9) in the field. All girls on the team roster may be switched in or out of the field at any time.

Batting Order / Lineup: All offensive players shall be listed by their first and last names in the order in which they will bat. All players on the team roster that are present for the game will be listed in the batting order.

Defensive Positions: Six (6) infielders and three (3) outfielders. At the start of each pitch all infielders except for the catcher shall be positioned no more than four feet in front of the base path, and outfielders shall be positioned no closer than the edge of the outfield grass. The Pitcher shall be positioned within the pitchers circle, but not in front of the pitcher / coach.

Coach-Pitcher: Shall be a member of the teams coaching staff, and shall pitch the ball in an underhand motion to each batter of his / her team. At the umpire's discretion he / she may allow the coach-pitcher to move forward from the pitching rubber to a position that will allow them to deliver a hittable ball to the batter.

Player-Pitcher: Shall be an 8-under playing member of the team, and shall not pitch to the batters.

Coach-Pitcher Interference: The coach-pitcher shall be considered part of the playing field. Exception: In the judgment of the umpire, coach-pitcher interference occurs, the ball will be declared dead and all runners returned to the bases that they occupied prior to the pitch. The pitch will not count against the batter.

Inning: Each team on offense will be allowed five (5) runs or three (3) outs at which time the teams will alternate offense and defense. Balls and Strikes will no be kept or called.

Run Ahead Rule: The game will be called at the end of four innings if one team is ahead by six (6) or more runs.

Tie-Breaker: Games tied at the end of the game shall end in a tie.

Batter: Each batter will be allowed five (5) pitches to bat the ball in play. A batted foul ball on the fifth pitch will not count as one of the five pitches. Each batter that fails to bat the ball in play will be counted as an out, and the next batter in the batting order will take her place at bat. All batters will wear a helmet with an attached facemask.

Note:

- A caught foul ball will be an out whenever it occurs, including the fifth or any subsequent pitch.
- Infield fly rule not in effect.
- Dropped Third Strike not in effect.

Base Runners: Ball is dead when back in the pitchers circle. If the runner is more than half way to the next base, the runner is awarded the base. If less than halfway to the next base, the runner will be returned to the last base that they were on or passed. This will be based on the umpire's opinion. Base stealing is not allowed. No leaving the base until the ball is hit. Only one base allowed on an overthrow any base or the pitcher's circle.