

Coach Pitch Rules

Youth Sports



Equipment

- a. Players must wear proper clothing and equipment in order to participate – closed toed shoes or rubber cleats, athletic pants or shorts (baseball pants recommended), and a Greeley Rec Youth Sports Jersey. While fielding, players must have a glove no bigger than 12 inches.
- b. Baseballs, Bats, Batting Helmets, Tees will be provided by the Greeley Rec for every practice and game.
- c. Teams which practice at Twin Rivers will return practice equipment after each practice to its appropriate location. All other head coaches will be responsible for picking up equipment at the beginning of the season from the Rec Dept. and returning it at the end of the season.

Game Format

- a. Play will not exceed 50 minutes. The clock begins at the start of the designated game time. A new inning may not begin after 45 minutes.
- b. Each half inning will consist of 5 at bats, regardless of outcome.
- c. Bases are set at 55' feet from the back of home base. Coach pitcher must pitch from behind the 25' pitchers' line.
- d. Teams must have a minimum of 5 players.

Playing Time

- a. Every eligible player on the team roster will play every defensive outing and will be given a spot in the batting lineup if present for the game.
- b. No player can play the same position the whole game. Players must rotate fielding positions each inning. An individual player cannot play first base & pitcher combined more than two innings or play outfield for more than 1 inning in a row.
- c. Batting order must be set at game time and cannot change. If a player leaves during the game, that position in the order is skipped. If a player comes late, they can be added to the order.

Outs

- a. All offensive players are eligible to be recorded out.
- b. To be recorded out at least one of the following must happen.
 - a. Offensive player does not bat the ball into play after 5 attempts. Foul balls count as attempts.
 - b. Defensive player touches the base that the baserunner is trying to reach while possessing the ball before the baserunner does. This is a force out.
 - c. Defensive player tags the offensive baserunner with the ball in their glove before they reach the base.
 - d. A defensive player catches a ball batted into the air before it touches the ground.

Base Running/ Fielding

- a. At any time that a ball batted into play is inside the baselines/diamond, the baserunner(s) shall stop at the next base they encounter while advancing.

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- b. If the ball passes the baselines/diamond, the baserunner(s) can advance as many bases as possible until the ball returns past the base lines/diamond. A baserunner is not required to return to the previous base occupied upon the ball crossing the baseline if the baserunner was already attempting to advance to the next base prior to the ball crossing the baseline.
- c. If baserunners are still advancing upon the ball crossing the baselines/diamond, it is not a dead ball. The defensive team may play the ball and attempt to record an out.
- d. A baserunner is permitted to leave the base only when the ball is put in play. No stealing or leading off in any circumstances. Baserunners may not advance on defensive overthrows.
- e. No sliding into first base. Headfirst sliding is an automatic out. Sliding is allowed only if players are wearing pants. Sliding without pants is an automatic out.
- f. Batting players/baserunners must always wear a helmet when outside the dugout.

Fielding Positions

- a. A maximum of 6 players are allowed in the infield, and 4 players in the outfield. Outfielders must stand 20' from any base path. If utilizing a catcher position, player must stand within 1 ft of the backstop during any live at bat.
- b. Outfielders must throw the ball to infielders to make an out. Outfielders cannot tag runners.
- c. No player may prevent an opposing player from reaching the bag safely.
- d. There is no infield fly rule.

Pitching

- a. Every player will receive pitches from the team's designated coach pitcher, who will pitch overhand 25 feet from the back of home plate, marked on the field, and in a kneeling position.
- b. Coach pitchers will not make any attempt at a live ball and should avoid contact with the ball. If ball comes in contact, play shall be deemed dead, and the at bat resumes with previous pitch count.
- c. Any batters that are hit by a pitch thrown by Coach Pitcher will be awarded first base.
- d. 5 balls will be placed in the pitcher's bucket. No more than 5 coach pitches will be made. If unsuccessful after 3 attempts, the batter may elect to receive two attempts to hit a ball into fair play from a soft toss or elect to hit off the tee. If these two attempts are unsuccessful, they will be out.
- e. There are no additional pitches award for foul balls.

Hitting

- a. No bunting is permitted and will count as an attempt.
- b. Throwing the bat is not permitted and will be an automatic out.
- c. Batters must bat from the batter's box.
- d. Batters may opt for soft toss or the tee after 3 coach pitches.
- e. All pitches will count as attempt whether they are a ball or strike and if the batter swings or not.
- f. Ball must pass the drawn 15' arch to be in play; otherwise, it will be a foul ball.

Coaches

- a. While batting, team is allowed to have a first base coach, third base coach, and coach pitcher on the field.

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- b. While fielding, team is allowed to have one coach on the field behind 2B.
- c. While in the dugout, teams may have a maximum of four coaches and minimum of one.

Other

- a. Jewelry: Metal rings, earrings, piercings, and non-breakaway necklaces / bracelets shall not be allowed

All rules are created by Greeley Recreation staff and adapted from Little League Baseball and USSSA Baseball rules.