

Wellington Recreation Commission

Coach Pitch Rules

Ages: 7 & 8 Year Old
Bases: 60 feet apart
Mound: 30 feet
Game: 4 innings
Ball: Safe-T-Ball
Time Limit: 1:10 per game (Drop dead time limit)

Players:

- Rule 1: Teams will field players in correct positions. If a team has less than 9 players, the team must still provide a catcher.
- Rule 2: A minimum of 7 players per team must be present at game time in order for an official game to be played. If both teams have less than 7 players, a scrimmage game will be played between the players in attendance. The scrimmage game will end at least 15 minutes before the next scheduled game.
- Rule 3: All players must be in the batting order for the entire game.
- Rule 4: Late arrivals may be inserted at the bottom of the line-up
- Rule 5: Players must use batting helmets while batting and running bases. Catchers must also wear helmets, chest protector & shin guards while fielding.
- Rule 6: Players will assume normal baseball/softball positions on defense, with the exception of a rover(s), who will be an extra outfielder (if the number of players allows for this).
- Rule 7: All outfielders must stay positioned in the outfield. Must have a definite infield & outfield.
- Rule 8: Batters will be called out by the umpire if the batter's bat is thrown in the direction of the catcher, dugouts, or pitcher. Ball is immediately dead after this call is made. (Player and coach will be given a warning.)

Game

- Rule 1: Games will be scheduled for 4 innings. In the event of a tie after 4 innings, no extra innings are played.
- Rule 2: Infield practice will be completed prior to the scheduled game time. If time does not permit, there will be no infield practice. Visiting team should take diamond for warm-up 15 minutes prior to game time, if possible. If you are the 2nd game, warm up before you take the field, so the game can be started on time.
- Rule 3: Batter has 7 pitches to hit the ball and put the ball in play. After 7 pitches, the batter will be called out, unless on the 7th pitch a foul ball is hit (1) one extra pitch will be awarded.
- Rule 4: No bunting, leading off, or stealing. If teams chatter, they cannot say the name of the player at bat.
- Rule 5: If a base runner attempts to run before the batter hits the ball, the base runner shall go back to their original base. The ball is dead and batter hits over.
- Rule 6: Teams will be limited to 3 outs or the entire batting order each inning, (whichever occurs first).
- Rule 7: Two innings will constitute a complete game in case of rain, darkness, etc., (1 and 1/2 innings if home team leads).

Rule 8: **The pitcher must remain on or behind the pitching rubber and within the pitcher's circle until the batter hits the ball.** Infielders must stay behind pitching mound, in normal defensive positions. Catcher remains behind the plate until the ball is hit.

Rule 9: Runners, at the risk of being thrown out, may advance **only** 1 base on any overthrow. **OVERTHROWS:** Any ball thrown to a base or player which proceeds past the baseman's normal reach (umpire's judgment).

Rule 10: Play ends when the ball is returned to the pitcher, within the pitcher's circle or the ball enters the circle or crosses it. The umpire will signify the ball is dead by calling time.

Rule 11: Players may not change defensive positions during inning in progress. **NOTE:** A team's batting order remains constant.

Rule 12: There will be no infield fly rule.

Rule 13: All aspects of the game not specifically addressed by these rules will be governed by Official Baseball Rules.

Coaches

Rule 1: Home team will sit in the third base dugout.

Rule 2: **One** defensive coach may be positioned in the outfield to give direction to his players. When batting only a 1st and 3rd base coach will be allowed on the field, the other coach remains in the dugout.

Rule 3: A coach or a parent must pitch to the team they are coaching. Any intentional interference by the adult pitcher is an automatic out; play is dead, unless the adult pitcher has to protect his or herself from a hard hit ball. Result-batter awarded 1st base.

Umpire

Rule 1: Bats: Little League; maximum length: 28 inches.

Rule 2: No steel spikes are permitted.