



5-6-Year-Old Coach Pitch League





5-6-Year-Old Coach Pitch League Rules & Regulations

National Federation Rules Apply with some exceptions listed below:

Playing Field

1. Baseline shall be sixty feet (60' feet)
2. Bases youth league
3. Pitcher's mound will be set at a distance of 35' (feet) from point of home plate. Circle around pitcher's mound shall be a radius of 8' (feet).

Equipment

1. Ball – Approved (Level 1 or Level 5) (T-Ball)
2. Bat – Small barrel; should not exceed 2-1/4 in diameter (Official T-Ball) 24"-26" long Max of 17 to 20 ounces.
3. Cleats or Athletic shoes (NO metal cleats)
4. Helmets must be worn by batters, base runners and on-deck batters.
5. When needed (Tee) – adjustable, flexible tube on a moveable base

General Information

1. Regulation game - 6 innings / Time limit is one hour – whichever comes first. One-hour drop-dead time. The time will start when the first pitch is thrown for every game except for the first game when the clock will start at the scheduled time.
2. Fifteen (15) run lead will apply after 3 innings (2 and ½ if home team is winning)
3. Ten (10) run lead will apply after 4 innings (3 and ½ if home team is winning)
4. Coach/Pitcher may pitch from anywhere. Player must remain in circle either even or behind pitching rubber.
5. Each batter gets **3 pitches** then ball will be placed on tee until batted into play.
6. No strikeouts or walks
7. All players must remain in the bleachers or along the fence while waiting to bat except the on-deck batter.
8. Base stealing is not permitted. The base runner must be in contact with the base at the time the ball is hit by the batter. If a runner leaves the base before the ball is hit, the umpire shall signal to indicate the violation at the time it occurs. Player is given two warning before called out.
9. The infield fly rule is not in effect.
10. Coaches may pitch under or over handed. Once ball is put in play, coach needs to move to closest sideline out of play.
11. If a batted ball hits the coach pitcher, play is dead and no pitch declared.
12. **The Home & Visiting team may only score a maximum of 5 runs per inning** or teams are to bat the entire roster and then switch offense/defense.
13. Participation RULE – Every player will play the field every inning. Extra players will play in the outfield (Outfield will be marked with a line – players in outfield need to play behind line)
14. All batted balls unless called foul by the umpire, is alive and in play until timed called by umpire. A ball must travel past the 5-foot line to be considered live.
15. Any players who arrives late may enter the game immediately and be added as the last name in the batting order.
16. Only one batter allowed in the on-deck circle. All other players must remain in the dugout.

17. A set infield must be played with remaining players in outfield behind outfield line
18. A team will consist of 9 -11 players
19. If a ball is overthrown or not caught at a play at a base then all runners must stop. Halfway progress will be ruled by the umpire.
20. NO home runs – if a ball hits the outfield grass in fair territory than a runner can only earn second base. The ball is still live until the batter has reached second base. Umpire will declare runners progress (half-way).
21. No bunting allowed
22. 2 defensive coaches allowed behind outfield players to instruct, not to interfere with ball in play and 1 coach allowed behind the infield or at the top of the pitching circle to instruct only.
23. Each player given one warning for swing bat after warning batter will be called out.
24. Pitcher player must wear face guard or helmet with a mask.
25. A team must have a set infield of 5 players to start a game.

Offensively – only the base coaches (2), coach pitchers (1) and hitting coach (1) will take positions on the playing field during the game. The base coaches (positioned on the 1st base side and 3rd base side) only may instruct the base runners. The coach/pitcher is not allowed to instruct base runners and once ball is batted must move to the closest side line area out of play. This will allow the players not to be confused or get frustrated during the game.

Defensively – A coach may be positioned in the outfield between 1st and 2nd and between 2nd and 3rd. The players and coaches in the outfield must play behind the outfield line. Only a maximum of 5 player can play in the infield. Only one infield coach is allowed on the infield positioned at the back or to the side of the pitching circle not obstructing the view of the runner on second base or defensive players in the field. Coaches must only instruct defensive plays. At no time can a coach or parent step onto the playing field other than in designated areas except in case of obvious injury.

Unsportsmanlike Conduct Policy

Section 1. If a player, coach, or spectator is removed from a game/facility by an official or site supervisor for unsportsmanlike conduct (which includes profanity, disruptive behavior, violence, threats, etc.), said person automatically suspends self from the next two (2) consecutive games for which that team is scheduled to play and from attending all practices before then. A coach/player/spectator who is suspended may not coach or practice with any team that they are affiliated with during that time, regardless of age group. If the removal is on the last game of the season, said person shall be suspended from coaching/playing the next consecutive season. The ejection of a coach or assistant coach results in the forfeit of the head coach's credit at the end of the season.

Section 2. Any time a player or coach is suspended twice during the season, they will result in an indefinite suspension .

Section 3. Any player, coach, or spectator that pushes, strikes, shoves, or threatens an official, gym supervisor, staff member, opposing player or coach, or fan with bodily harm, verbal abuse, or other inappropriate conduct before, during, or after a game will receive an indefinite suspension from all Concord Parks and Recreation sponsored youth leagues. This includes being involved in a fight before, during, or after a department sponsored practice or game.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all City of Concord Parks and Recreation Athletic Leagues.

Section 6. Any player or coach who refuses to abide by any officials' decision could result in suspension from the game or game forfeiture.

Updated January 2023