

GENERAL RULES FOR NWRAA Coach Pitch Baseball

6-year-old coach-pitch

8/12/20

The ordinary and basic rules of baseball as prescribed by USSSA Baseball, Inc. will apply in regards to batters, batted balls, runners, force outs, tag outs, fly outs, ground balls, running the consecutive bases, and play in the field. The following rules are expressly for NWRAA Coach Pitch and supersede any USSSA Rules for regular league play.

6-year-old coach-pitch only:

Overthrows – Base runners will be allowed to advance 1 additional base on an overthrow ball. **This rule only applies to the first thrown ball by an infielder.** The rule covers all bases including home plate. However, the base is not automatically awarded. The runner must reach the additional base safely. The defense will not be penalized for attempting to get the runner out. Once runners advance one base ‘play will end’ and timeout will be called. The situation will be treated like the defense has stopped the lead runner as describe in **Rule 10**.

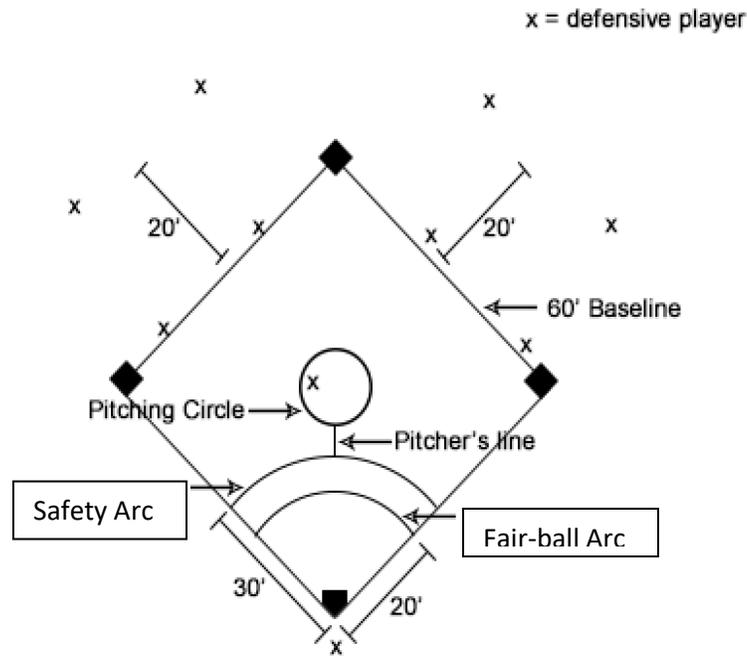
- 1. Game Preliminaries** – (a) A team must have a minimum of seven players to field an official team; otherwise the game is declared forfeiture by the violating team. Any player arriving late will be inserted at the end of the batting order immediately, without regard to game status. A team will be given ten minutes after the official start time to get the required players on the field. This time interval can be waived or altered by the commissioner in special circumstances. If forfeiture occurs teams will play a scrimmage game. The scrimmage game will be called after 1hr and 15 minutes from scheduled starting time (drop-dead – game ends whether or not the full inning has been completed). (b) Official starting times for games are scheduled by the league. The commissioner retains the right to alter game times. (c) A team with less than ten players will not be penalized for open batting order slots (no automatic outs are assessed).
- 2. Batting Lineup** - Every player on the roster and in attendance will be placed in the batting order (extended batting order). If a batter bats out of turn, the batter is out and will not bat again until the next trip through the batting order. The regular batting order shall be resumed beginning with the correct batter and through the order except for the batter which batted out of turn. The batter is not considered out of turn until he puts the ball in play or records an out. If the correction of the order is made during the at bat, the correct batter will start with the same pitch count as the incorrect batter.

3. **Playing Time** - Players cannot sit out defensively 2 consecutive innings and cannot sit out more than 2 innings of any game. If one team has less than ten players available, the other team must play ten players if they are at the ballpark. The team with the proper number of players should not be penalized because the other team lacks ten players.
4. **Defensive Positioning** – All players on the defensive field. Infield is standard; the other four players are outfielders. If a team has only nine players, the nine basic positions of baseball must be filled. If a team has less than nine players, any of the standard baseball positions can be left vacant, except pitcher.
 - i. **Infield Defensive Positions** - All infielders will play a normal infield position. The positions include pitcher, catcher, first base, second base, shortstop, and third base. The first baseman and second baseman will be positioned between 1st base and 2nd base. The shortstop and third baseman will be positioned between 2nd base and 3rd base. The pitcher shall have at least one (1) foot in the pitching circle when the pitch is thrown. The catcher will be positioned in a normal catching position. (See Field Diagram below)
 - ii. **Outfield Defensive Positions** – All defensive players not playing one of the six infield positions will be positioned in the outfield. The outfielders should be positioned no closer than twenty feet from the baselines between first and second or second and third. The outfielders on the left field side should use the baseline between second and third as a reference point. The outfielders on the right field side should use the baseline between first and second as a reference point. (See Field Diagram below)

5. The Field

- a) **Bases will form a diamond shape and be 60 feet apart.**
- b) **Fair Ball Arc** - There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball. (See Field Diagram below)
- c) **Safety Arc** - There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit. (See Field Diagram below)
- d) **Pitching Circle** - There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) feet from the rear point of home plate. (See Field Diagram below)
- e) **Pitcher's Line** – There shall be a line drawn from the pitcher's circle to the safety arc. The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle. The pitching coach shall not verbally or physically coach while in the pitching position. The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit. (See Field Diagram below)

Field Diagram



6. **Defensive Substitutions** – There will be free substitution. Except in the case of unusual circumstances, substitution should be done as the defensive teams take the field.
7. **Batting** - Each batter receives a maximum of 7 pitches. Balls, strikes, and foul balls are not recorded as such. A fair ball is considered the last pitch to that batter for that time at bat. If by the seventh pitch, the ball is not put into fair play, the batter is called out. If the 7th pitch is fouled off, the batter is still alive and gets another pitch.
8. **Ending the Play** – After the ball is placed in play by a batter, the play will continue until the “lead” runner is stopped or submits to the defense. The lead runner is defined as the closest base runner to home plate than has not crossed home plate. The infielder does not call timeout to end the play. Play does not stop because the ball is back in the infield. Think about this being just like real baseball. The umpire is simply calling time to get the ball to the pitching coach. Once the lead runner is stopped or submits, all other baserunners go to the base they have obtained unless they are over halfway to the next unoccupied base. Example: If the runner at third base stops and a runner were over halfway to second base. That runner would be awarded second base if it were empty. This is up to the judgement of the umpire.

9. **Maximum Runs Scored** - The maximum number of runs that can be scored per team, per inning is seven (7). In the case of a batter hitting a home run, let the player be credited with hitting a home run, but still only count runs up to seven per inning.
10. **Inning Definition** – Each team will bat until they reach three outs, or the maximum runs scored in their half inning.
11. **Ending the game** - Six innings will constitute an official game. There will, however, be a time limit of 1 hour and 15 minutes. No new inning will start after the time limit has been reached, thus this becomes an official game. Regular season games may end in a tie. Regular season scores are not recorded, and team win/loss records are not kept. The end of year tournament is seeded based on pool play results. Pool play games are determined by a random drawing.
12. **Ending the game early** - In the event that the home team cannot possibly catch up or pass the score of the visiting team when it is time to play the last half of the last inning, and the rule regarding the minimum number of innings played by each player has been satisfied. The game will be called if time limit has expired. If the minimum number of innings played by a player has not been reached, the home team should play the last half inning.
13. **Run rule** - There is no run rule. The game will be played until the time is up or 6 innings has been played.
14. **Inclement weather** - In the case of inclement weather or darkness, a game will be official, if three innings have been played, or in the case of the home team being ahead in the score, and two and half innings have been completed. The proper authority in this order will decide the determination of inclement weather and darkness: (1). the game umpire; (2). the league commissioner, or the NWRAA assistant commissioner, or the NWRAA overall baseball commissioner; or, (3). an agreement between the two head coaches. Any predetermination of unplayable grounds or postponements will be communicated by our text notification system. (Text 'nwraa' to 662-947-4007 to get notifications.)
15. **Defensive Coaches** – Two (2) defensive coaches will be allowed within the boundaries of the “field of Play”. These coaches need to be positioned behind the outfielders. These coaches may offer advice to the defensive players if they do not interfere with the ball or contact the players. Intentional interference will result in the awarding of an extra base for each base runner. If a defensive coach is in the infield during a play, all baserunners shall be ruled safe and awarded one base.
16. **Defensive Coach Struck By Ball** - If the coach in the outfield is unintentionally struck by the ball, he is considered a part of the “fair Playing Field” if he is within the confines of the foul lines.
17. **Offensive Coaches** - There can be three offensive coaches on the “Field of Play”. One, of course is the actual pitcher, one is the first base coach, and another is the third base coach. An offense, a coach cannot intentionally contact a player of either team or contact the ball while it is in play. If player contact is made, the offensive player involved will be called out. In the case of ball interference, the lead runner will be called out.

- 18. Offensive Pitching Coach Struck By Ball** - The offensive pitcher will not be considered a part of the “Fair” playing surface. If the coach is unintentionally struck by the ball, it is a dead ball and not considered one of the seven pitches. If the pitcher is forced to catch the ball to avoid bodily harm, that pitch is not counted and will be re-played. However, if the umpire determines that the pitcher purposely interfered with the flight of the ball, the batter will be called out and all runners will return to the positions that they occupied before the play started. Any knee pads or equipment taken on the field by the pitching coach are considered part of his body. If this equipment is struck, it is treated the same as if coach were struck by the ball.
- 19. Offensive Pitching Coach** - The offensive pitcher must leave the field when the ball is in play and make every effort not to be a part of the play (he should attempt to remove the bat if possible while observing). If in the judgment of the umpire, the pitcher interfered with the play, the batter will be called out and all runners will return to their original positions.
- 20. Sportsmanship** - No player or coach may make gestures or noises that may result in mental or emotional harm or discomfort to a member of an opposing team, the umpires, or any spectator. Violation will result in ejection for the remainder of the game and reported to the disciplinary committee. Second offenses in the same game by other members of the team will result in forfeiture of the game. Violations of this rule in subsequent games by the same perpetrators will be more severe and will be carried out by the disciplinary committee. The committee reserves the right to deal with each offense as they deem necessary.
- 21. Questions About Calls** - Questions regarding the rules of the game may be made by the head coaches only, not the players, to the umpires, but do not prolong the questionings beyond reason. Calls based solely upon the judgment of the umpires are not up to be questioned.

Safety Rules

1. Players should not be allowed to climb on the fence material that protects the dugout area, an adult should supervise them.
2. Do not let players stray from the field or the dugout area between innings. Keep them on the field or in the dugout during the complete course of the game, except in extenuating circumstances.
3. No offensive player may be within the confines of the playing area, outside of the dugout, without a batting helmet strapped onto his head.
4. No head-first sliding. No head-first sliding is allowed. The player who head-first slides will be called out.

The Scoreboard and Field Maintenance

1. The visiting team must provide an adult to operate the scoreboard during the game. The visiting team will also be responsible for obtaining, connecting, and then returning the electronic device that controls the scoreboard. The home team is responsible for

keeping the official scorebook and to keep both teams score in the scorebook. Each team will supply a game ball.

2. It will be the home team's responsibility to perform any pre-game maintenance to the field to put it in playing condition. This should be completed at least 15 minutes prior to game time.
3. It will be the visiting teams' responsibility to rake and/or drag the infield dirt area and generally put the field back into playing condition after a game is completed.
4. Each team is required to clean their dugout after use.

Other Rules and Procedures

1. Every team is required to rake or drag the field after practice.
2. Any coach that consistently fails to notify a player/parent of practices and/or game times and places will be suspended from his responsibility and another person will be put in his place. Any detrimental action toward a player/parent will not be tolerated and will be dealt with harshly. If a legitimate problem arises between a coach and a player/parent, the situation needs to be immediately brought to the attention of the commissioner.
3. Game Protests. There will be no game protest allowed.
4. There is to be no batting practice before a game on the playing field. Infield practice is also not allowed. Fielding practice can be done in the outfield and batting practice can be done in the cages. (Prior to the game will be defined as 1&1/2 hours before game scheduled starting time).
5. There should be no more than four coaches, including the head coach and an adult helper in the dugout, within the confines of the ball field that is within the chain link fence.
6. The only people that are allowed within the confines of the field of play are the players, the above-mentioned coaches, and the umpires, except in emergency situations. The head coach is responsible for all representatives of his teams.

NOTE: These rules are "working" rules and can be amended by the commissioner as needed and as the season progresses. The commissioner will be responsible for notifying all involved personnel of these changes. Keep in mind the spirit in which these rules are written and apply them with the same spirit in mind. Often common sense will solve all the problems that will arise.

FINAL NOTE: The ultimate rule is to teach every kid the fundamentals of the GAME, to participate fairly, to enjoy and love the game while instilling the true meaning of sportsmanship. Every kid is looking at each coach as a role model, therefore; the actions of the coaches will forever be instilled in that kid's mind regarding baseball. Please act accordingly!