

CVLL COACH PITCH LEAGUE RULES

General

1. All games will be 6-innings or 1 hour - 15 minute time limit. For the purpose of enforcing the time limit, the beginning of an inning will be immediately after the third out in the bottom of the previous inning. Do not begin a new inning after 1 hour of game time has elapsed.
2. Home team occupies the third base dugout / Visitors occupy the first base dugout.
3. Home team manager is responsible for getting the diamond ready for play (setting up bases) and the visiting team for providing a scorekeeper. Game scores and standings will not be posted by the league or by the individual teams. The intent is to make sure that the batting order is properly followed, outs are tracked, and the maximum number of runs per inning is not exceeded.
4. 4 run maximum per inning.
5. 2018 USA Baseball Standard Bats only (must have USA Baseball on bat taper).
6. Players must remain in the dugout if not playing defense or batting. No practice swinging allowed anywhere on the field or in the dugout.
7. Coach Pitcher will call plays at home plate.
8. First and third base coaches will call the plays at the bases.
9. The coach-pitcher may not leave the mound (intent is to prevent the coach-pitcher from leaving the mound to coach a hitter or runner). The coach-pitcher may not coach the base runners when a ball is in play. However, they may talk to the runners between pitches. Also, the coach-pitcher may instruct a runner to slide at home plate.
10. The Blue Flame pitching machine will be used to pitch to all hitters. The coach-pitcher will deliver the pitch via the pitching machine.
11. If an adult is standing behind the net to help retrieve balls and to speed the flow of the game, they are not allowed to interfere with the game, instruct players, or position fielders.

Pitching

1. The pitching machine will pitch from the flat area directly in front of the mound. Please do not adjust the machine between pitches or between hitters as it dramatically slows the pace of the game. If the machine is bumped during play, reset the machine and throw 3 to 5 pitches to verify its accuracy before resuming play (if required).
2. The coach-pitcher will pitch to their own team utilizing the Blue Flame pitching machine.
3. The hitter will get a total of 5 pitches. If after 5 pitches, no ball has been put into play, the hitter will be called out. The one exception (in the entire season) is if the hitter fouls off the 5th pitch. Then they will get one, and only one, additional pitch.
4. No walks. Balls will not be called.
5. A net will be set up behind home plate to stop pitches which are missed by the hitter. An adult may help retrieve balls in an effort to speed the flow of the game, but they are not allowed to interfere with the game, instruct players, or position fielders. The adult needs to be well clear of the hitter and net during pitches (the intent is to avoid both foul balls and thrown bats).
6. The speed setting of the pitching machine will not be adjusted between half innings or innings. Utilize a speed setting of either 3 or 4 (at the discretion of the coaches)

Fielding

1. No player will sit out more than one inning in a single game. Exceptions to this rule are players who arrive late and situations where all players on the team have sat out at least one inning during the game.

2. All players will play at least one inning in the infield during each game.
3. Teams will play maximum 9 players on the field. Five in the infield and four in the outfield.
4. Coach Pitcher will not make any attempt at fielding a live ball. If ball comes in contact with Coach Pitcher or the pitching machine for any other reason, the ball is live and play continues.
4. Ball is considered dead and runners can no longer advance once Kid Pitcher has possession of the ball at the pitcher's rubber.
5. Kid Pitcher must play their defensive position in-line with the rubber and within 3 feet of the rubber either side. Once Coach-Pitcher starts begins the process of delivering the pitch, Kid Pitcher cannot move from their defensive position until ball is hit by hitter.
6. All infielders must be on the dirt portion of the infield until ball is hit by hitter. All outfielders must be on the grass until ball is hit by hitter. If they are not, the play will be replayed. This is a judgment call by base coach umpires and cannot be appealed.
7. The defensive pitcher MUST wear a protective helmet with mask.

Hitting

1. All players bat in a continuous order.
2. 2018 USA Baseball Standard Bats only (must have USA Baseball on bat taper).
3. NO BUNTS ALLOWED AT ANY TIME. NO WALKS.
4. A ball that is not hit past the "minimum distance arc" (20 feet from home plate) is considered a foul ball.
5. Throwing the bat is not permitted. If bat is thrown by hitter, play must be replayed. If the bat is thrown a second time, the hitter will be called out.

Running

1. No player can score from third base unless hit in or played upon. If the ball is in the outfield the player can score (runner cannot steal home, score on passed balls, etc.).
2. During the first half of the season, runner may advance only one base on an overthrow (this is to encourage the fielders to attempt to make a play at the appropriate base). Coaches will meet before the game to finalize the overthrow rule for the game that is being played.
2. On an overthrow in foul territory, the farthest that a runner may advance to is 3rd base, at their own risk.
3. On an overthrow resulting in the ball going out of bounds (dead ball / out of play), the runner gets the base he/she is going to plus one.
4. On an overthrow in fair territory, the runners from 1st and 2nd may only advance to 3rd base at their own risk.
5. Any hit ball in the outfield (non-overthrow) is considered live and the runners may advance as many bases as the defense will allow.
6. Base runners may not leadoff until the ball crosses the plate.
7. Runners must slide or avoid fielders to avoid contact. No contact at any time.
8. No stealing is allowed.