

Coach Pitch Specific Rules

General Rules

- 1.1 No Player shall modify his or her uniform or hat
- 1.2 All players must be wearing their assigned uniform including hat while playing defense
- 1.3 All batters and on-deck hitter must wear protective helmets
- 1.4 Any player coaching a base must wear a helmet
- 1.5 All games shall be played consistent with the rules for RARA Baseball, unless otherwise modified or addressed by these league rules or by a decision rendered by the RARA Board of Directors

Game Time Limits

- 2.1 Games consist of a maximum of five (5) full innings, unless otherwise indicated by the RARA Youth Sports Coordinator, Superintendent, or Director.
- 2.2 Games may end in a tie
- 2.3 No more than five (5) runs may be score in one half inning. Once five (5) runs have been scored, the half inning is over irrespective of the number of outs or if there are runners remaining on base.
- 2.4 There is no Mercy Rule
- 2.6 No new inning may start after sixty-five minutes has elapsed after the official start time of the game.

Umpires and Officiating

- 3.1 There will be no umpire at coach pitch games
- 3.2 The coach that is pitching will make all out or safe calls in the field
- 3.3 In Coach Pitch, there is no "Infield Fly Rule"

Pitching Rules

- 4.1 Coaches must throw from at least 25 feet. The coaches will throw overhand in the baseball division and underhand in the softball division.

Defensive and Fielding Rules

- 5.1 There may be ten (10) defensive players on the field at any time: one (1) catcher, one (1) pitcher, and any combination of infielders and outfielders.
- 5.2 The catchers shall be encouraged to catch the coaches pitch and return the ball to the pitcher. To speed of play, if the catcher is not able to catch and throw the ball back to the pitcher, the coach standing behind the catcher can assist.
- 5.3 All players must play a minimum of six defensive outs in each game.
- 5.4 There is free substitution in Coach Pitch

Offensive Game Rules

- 6.1 All players shall bat in the line-up
- 6.2 Each batter shall receive five (4) hittable pitches per at bat

6.3 All pitches shall be considered hittable with the following exceptions: Pitches that strike the batter, pitches that bounce prior to reaching the plate, pitches that are over the head of the batter.

6.4 There are no walks in coach pitch

Baserunning

7.1 Baserunning in Coach Pitch is a maximum two bases on balls hit. Runners may not advance on overthrows.

7.2 Baserunners must wear helmets at all times

7.3 Baserunners may not lead off and shall not leave their base until the ball has been hit into play.