

Coach Pitch Rules

Last Updated: 1/14/2026

Games

1. Games will consist of 6 innings unless one team is ahead by 15 runs after 4 innings or 10 runs after 5 innings, at which point the game will be called.
2. If there is a tie or the last team doesn't get to bat, the game will revert to (go back to) the last full inning played and that score. 4 innings played will be considered a complete game. (3.5 innings where the home team is ahead counts as 4 full innings.) Each game has a 2-hour time limit, NO new inning shall start after 1:45 into the game. **If after 2-hour time limit is met and the game has not met the inning requirement, the game shall end regardless of innings played and be considered complete game.** Tournament rules shall permit a winner. NO ties. 4 innings will be considered a complete game and the 2-hour limit still applies. If following back to the previous inning (as noted above), and that inning the score is tied, the game must resume to have a winner no matter of the time.
3. 3 outs per inning or 6 run limit per inning, with the last inning and beyond being unlimited runs provided that each team has access to an unlimited run inning. Only inning 4 and up can be unlimited.
4. Suspended games will resume from the point of suspension. The reconvened game shall hold to the same batting order. If a player that was missing in the original game shows for the reconvened game, he/she shall be added to the bottom of the batting order. If a player from the original game cannot make the reconvened game the batting order shall adjust accordingly... ie (if the number 6 batter is missing, then the number 7 batter now becomes the number 6 and so on and so forth.)
5. Game start time shall be written in the home teams score book and be the official time. If the time was found to have not been documented, then the scheduled start time shall serve as the documented start time.
6. Coaches permitted on the field as follows: (1) first and third base coaches, pitch coach... (2) defensive coaches are permitted to be **behind** the outfielders and must not interfere with the play. For Tournament play only, defensive coaches are not permitted in the outfield and must remain in the dugout. All other coaches must remain off the field of play unless tending to an injured player.
7. **Metal cleats are not permitted.**
8. Limit of 3 time-outs for "MOUND TRIPS" by coaching staff including "INFIELD MEETINGS".
9. CP teams must "call-up" players from T-Ball. *(2024).
10. CP teams must have a "full" infield (6 players - 3rd, Short-stop, 2nd, 1st, Catcher and Pitcher) always.
11. ALL games need **RESCHEDULED** within 7 days of the canceled game's originally scheduled date.

Batting

1. Wood bats or USA Baseball bats (up to 2 5/8") are approved for use in league play.
 - a. **Bats will be lined up along respective dugouts prior to start of game for inspection by opposing coaches.** If any bats are not agreed upon by both coaches, a league representative (if present) will have final determination on bat eligibility. If an umpire is available, umpire will have final determination on bat eligibility.
 - b. If a batter is caught at any time in the field of play with an illegal bat, the batter is out. If happens more than once, the game is forfeited by the offending team. If an illegal bat is determined after a play is completed but before the next batter, all runners will revert to original positions prior to at bat and batter is out.

2. An out will occur after 7 pitches or 3 strikes swinging, (no called strikes). If a batter fouls the 7th pitch, the batter will receive one more pitch until he misses or hits. If a team has a special needs player and prior to the game both team's coaches agree that player can receive additional pitches. During tournament play, this arrangement must be determined in the presence of the umpire.
3. Every player on the team will bat and is included in the batting order and will remain in the order throughout the game. Each team will provide the opposing team a roster listing players and numbers, with batting order. A new line up can be used for each game. If a team bats a player out of order that team will take an out for that player. That player is permitted to re-enter on the next at bat. If a player leaves a game the fielding rules below regarding number of players shall apply.
4. If, in the umpire's/coach's judgement, a batter throws a bat, a team warning will be given to his/her team. If, after the warning has been given, any player on the team that received the warning does it again, the batter will be called out and no runners may advance. Each team will receive a warning and it should be noted in the home team scorebook.
5. All players must remain in the dugout or on the bench with a fence overhead height except for the on-deck batter. Unless otherwise stated by your league, all on deck batters must be either out of play or behind the batters back.
6. Bat boys need to be off the field and wearing a helmet until time is called.
7. No bunting will be allowed.

Fielding

1. Any ball hit under, threw, or bouncing over the outfield fence in the fair ball territory is a ground roll double.
2. Each team needs 8 players minimum to start a game. A team starting with 8 players will only receive one out at every at bat for the 9th missing player. If for a reason a team drops below 8 during the game that team will have to take 2 outs. The 2nd out will come where the lost player would have batted. IF THE TEAM# FALLS UNDER 10, THAT TEAM MUST HAVE A FULLY ASSIGNED INFIELD IN ORDER TO START OR CONTINUE THE GAME.
3. A team may call a player "up" from their leagues TEE BALL program to field a TEN player team.
4. Very inexperienced players or players with special needs may play down.
5. Every player will get to play 2 defensive innings per game. (Based off a 6-inning game)
6. The outfield will consist of 4 players positioned at least 25 feet behind the base path due to field size variances. Coaches should communicate on the approximate locations before the game. No measurements or markers will be placed to mark the 25' distance. Tournament may add markers if deemed necessary. There will be no short fielders permitted. A team starting with a less than 10 players can field their players in whatever positions the coach chooses.
7. The fielding pitcher must be within 5 feet of the pitching rubber and must not interfere with the opposing team's pitch coach.
8. The infield fly rule will not be in effect.
9. If a batted ball hits the coach pitcher, the ball is dead and the pitch is not counted against the batter, nor will runners advance. Coach should make every effort to move off the playing field.
10. In the event an injury occurs during play, one of the following shall occur:
 - a. If it involves an offensive player, and if the injured player was not out before the injury, then that player shall advance to the next base. If that base was occupied that player shall also advance.
 - b. If the injured player was not involved in an out, play shall stop immediately. All runners shall return to the prior base. If there was a runner on third base, that score shall stand, and they will not be required to return to third base.
11. Bases should be 60 feet apart. Must have safety bases in place for first base. Entire base (both

white and orange) is eligible for both offense and defense players to avoid contact /collision.

12. Umpire/coach will determine if a field is in a playable condition. If the umpire/coach determines that a fielded is not in playable condition the home team will forfeit that game.

Running

1. Runners are not allowed to lead off or steal a base. Runners are not allowed to leave early. If a runner leaves a base early, the runner will be returned to the base that was left early from and the pitch to the batter will not "count". No appeals are allowed for runners missing a base or tagging on a fly ball. If seen by the umpire/coach, the runner will be called out after the play has been completed. Additionally, if a runner has been identified as leaving base early and the batter gets a hit, the base runners must be reset to previous base before hit occurred and the batter has to return to the batter's box.
2. A runner will be called out if he runs out of the baseline. Defensive fielders cannot stand in base line without having the ball. If a fielder in the baseline interferes with the runner, the runner will be given the next base.
3. If a runner maliciously runs into a fielder, the umpire/coach will call the runner out.
4. Sliding is encouraged, but not required*. No head 1st sliding unless player is going back to base.
 - a. Players must slide into home for any "play at the plate" at the umpire/coach's discretion. The umpire/coach can rule a runner is out if they do not slide.
6. On a hit to the outfield, the play shall be ruled dead once the ball is held in possession of an infielder. If a play is made on a runner, the play is not considered dead.
7. There is a maximum of one base advancement on each throwing error at the risk of being put out (the defensive coach can instruct players not to throw the ball just as the base coach can instruct a runner not to advance to the next base as the play is live).

Pitching

1. ~~The pitching coach must be in the designated area while delivering the pitch.~~
2. The pitch coach may not coach base runners. He may instruct the batter before or after the ball is pitched, but not during. The pitch coach may not interfere with the defense. The pitch coach will be given one warning only about interference. The 2nd offense will result in the removal of the pitch coach for the remainder of the game. (Example: if the pitch coach tells the hitter not to swing at a pitch during delivery, the ball will be called a strike).
3. **Defenders playing in the pitcher's position must wear a heart guard.**
4. Mound should be **35 feet** from apex of home plate.
5. ~~A line shall be placed 35' from the point of home plate. The pitching coach shall stay completely behind the designated line. If the pitching coach crosses that designated line that pitch will result in a ball even if hit.~~
6. Pitching coach must remain in contact with mound rubber at time of release of ball.
7. Player playing "pitcher" position must be behind and within 5 feet of mound rubber.

IMPORTANT

This is a developmental level league. The goal is not "to win" but to teach. These kids will overthrow, make mistakes, etc. Coaches must consider stopping a play/ runner as soon as practical once the ball is somewhere back within the baseline. This note DOES NOT APPLY to tournaments where the goal is to win and advance. Respect the game and remember, these are little kids that we want to teach them to love the game of baseball, not learn to "win at all costs".

Sportsmanship

1. The umpire/ coach(s) is/are in charge of the game. The head coach or his representative is responsible for the conduct of his/her players, spectators, and coaches. No un-sportsman like conduct will be tolerated. The umpire may give a warning but has the right to eject anyone at any time from the park. Profanity will not be tolerated and will result in an immediate ejection from the game/park. If a coach is ejected from the game, he/she will be out that game, plus 2 additional games.
2. NO PLAYERS AFFILIATED WITH ANY TRAVEL TEAM SHALL PLAY WITH IN THE MSYBL. (Travel Team Defined as COBYL, Nations, Big League).
3. No final score of a game shall be recorded within "league's score standings" with more than 15 run difference. (Ex.) If final score is 20 to 0. The score will be entered as 15 to 0.
4. "Walk -out music" must be turned off /silenced once batter enters batter's box.