



## 2023 House Rules

### Coach Pitch

The goal is to encourage participation and good sportsmanship. The focus will be on safety, fun and instruction. No score will be kept.

- Diamonds are booked from 6pm - 8pm.
  - Practice Nights (First night of the week)
    - 6:00-6:15 – arrival & set up time
    - 6:15-6:50 – Home Team - Practice Catching/Throwing/Fielding. Away Team - Practice batting/game situations
    - 7:00-7:35 – Home Team - Practice batting/game situations. Away Team - Practice Catching/Throwing/Fielding.
    - 7:35-7:45 – Base running relay race.
  - Game Nights (second night of the week)
    - 6:00-6:15 – Arrival & set up time.
    - 6:15-6:40 – Warm ups/drills
    - 6:45-7:45 – Game time (no new inning starting after 7:40).
- Home team is responsible for setting up the diamond.
- The Batting team must have a coach, or someone selected by that coach at each of these positions:
  - Pitcher and 2 adult base coaches (a 1st base coach and a 3rd base coach) a bench parent and a coach behind home plate as batting coach. The base coach must be a rostered manager or coach.
  - The 1st and 3rd base coaches will serve as the base umpires (calling your own outs).
  - Bench parent and pitcher can be volunteer parents.
- The Pitcher will pitch only to his or her team while they are at bat.
  - Please use pitching machine from ~ 20-30 feet from home plate, behind the screen.

- The Fielding team must have a coach or someone selected by that coach at each of these positions:
  - 2 coaches in the field to assist with the positioning and reinforcing fundamentals.
- Both teams' coaches are responsible for making sure that players are paying attention to the game to avoid injury.
- Each batter is entitled to 8 pitches. If the last pitch/swing is fouled, additional pitches will be granted. There is no limit on fouled balls. The batter will be called out if there is no contact with the ball on the 8th or last pitch.
- There are to be no 'walks'.
- 3 outs OR once through your line up whichever occurs first shall complete one half an inning. Minimum of 6 players on the field defensively.
- All players must rotate their position on regular basis, and cannot play the same position 2 innings in a row or more than 2 times during the game.
- A batter who throws a bat must bat again with a warning and no out will result. The second offense is an automatic out.
- Only bats stamped with USA BASEBALL may be used at practices and/or games. No "softball bats" or Big Barrel Bats are permitted.
- Bunts are not allowed. The batter must take a full swing to the best of their ability.
- The infield fly rule is not in effect.
- The ball is called dead and the play stops if the ball hits the screen or the coach on the field. The batter will get to first base and all base runners will advance one base only.
- Base runners must stay in contact with the base until the batter makes contact with the ball. Steals and lead offs are not allowed.
- If the defensive team creates an out, the play shall be deemed as stopped and called so by the umpire.
- Players may only advance on a fair hit ball.
- There will be no advancing on overthrows of ANY base runner. Please encourage the kids to make the throw even if the player is already at the base or past it. Ask all coaches to direct the post overthrow back to the pitchers area.

- NOCSAE Certified Helmets must be worn by all batters, base runners, and on deck batters.
- There is NO on deck circle. The batting team must remain on the bench until it is their turn to bat. The bench parent is tasked with keeping order on the bench.
- Metal cleats are prohibited.
- Catchers must wear full catcher's protective equipment. Catcher glove is not required.
- All players must wear a Jock/ Jill.
- The defensive pitcher must wear a batters helmet.
- All diamonds are to be left clean after each game.