



2026 House Rules Coach Pitch

All rules as per 2026 Little League Rules except as amended herein.

Start Time: 6:00 pm

End Time: 8:00 pm

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

Game Nights

- 6:15-6:30 – Arrival & set up time.
- 6:30-7:00 – Warm ups/drills
- 7:00-7:45 – Game time (no new inning starting after 7:40)
- Relay race to follow if there is time and agreed upon by coaches.

Home team is responsible for setting up the diamond. Away team is responsible for teardown of the diamond.

Diamonds are to be left clean after each game. Lock up lock box & porta-potty.

Safety and Equipment

1. Both teams' coaches are responsible for making sure that players are paying attention to the game to avoid injury.
2. Chinstraps or Face Guards on helmets are recommended but not mandatory. If a chin strap is worn it must be done up. Catchers must also wear long model chest protectors, shin guards, full helmets and throat protectors.
3. NOCSAE Certified Helmets must be worn by all batters and base runners.
4. Athletic cups are mandatory. All players must wear a Jock/ Jill.
5. Metal cleats are prohibited.

6. Catchers must wear full catcher's protective equipment. Catcher glove is not required.
7. The defensive pitcher must wear a batters helmet.
8. There is NO on deck circle. Players on 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.
9. Sunflower seeds (aka Spitz) and/or gum are not allowed in the dugout or on the field. They are a distraction to the players and a safety issue.

Offense/Batting Team

1. The Batting team must have a coach or assistant coach at each of these positions:
 - a. Pitcher
 - b. Base Coaches (1st base & 3rd base - will serve as base umpires)
 - c. Coach behind Home plate as batting coach
 - d. Bench Parent - can be volunteer parent (no clearance required)
2. The Coach Pitcher will pitch only to his or her own team while at bat.
3. Pitch ~ 20-30 feet from home plate, behind the screen.
4. All batters will bat each inning, regardless of batters/baserunners being called out. A batter/baserunner who is called out must leave the field of play.
5. 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.
6. A batter who throws a bat will be given a warning. The second offense is an automatic out.
7. Only bats stamped with USA BASEBALL may be used at practices and/or games. No "softball bats" are permitted.
8. Bunts are not allowed. The batter must take a full swing to the best of their ability.
9. There are to be no 'walks'.
10. The infield fly rule is not in effect.
11. 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.
12. Base runners must stay in contact with the base until the batter makes contact with the ball. Steals and lead offs are not allowed.
13. Players may only advance on a fair hit ball.

14. 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.

Defense/Fielding Team

1. The Fielding team must have two (2) coaches in the field to assist with positioning and reinforcing fundamentals.
2. Minimum of 6 players on the field defensively.
3. 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.
4. The defensive pitcher must wear a batters helmet.
5. If the defensive team creates an out, the play shall be deemed as stopped and called so by the Coach.