



COACH PITCH

DIAMOND DIMENSIONS:

- Distance between bases 50.0 feet
- Distance between home plate and second base 70'8"

EQUIPMENT:

Each team will be supplied with an equipment bag. The bag will contain the following:

- First Aid kit;
- Dozen soft baseballs;
- Variety of bats, 2-3 per team;
- 2-3 batting helmets
- Catcher's mask/helmet, chest protector and kneepads;

A Tee-stand can be found in the NWLL equipment box behind the back stop of each diamond.

Batting helmets must be worn at all times by batters and base runners. Groin protection is mandatory and must be worn by all players (both boys and girls)

LENGTH OF GAME:

Each game is a maximum of 90 minutes long and to be played as follows:

- 5 minutes for warm up.
- 40 minutes for station drills
- 45 minutes for 2-3 inning game play.

OFFENSIVE PLAYERS:

There are no strikeouts. The maximum number of pitches allowed is **7** after which the batter must hit the ball from a Tee-Stand. This is critical to keep the flow of the game. Players should get used to hitting off the batting Tee as they will use them well into their teens. All players in the line-up will bat.

Prior to May 21, 2017:

Players will advance to their base and stay on base whether or not they are put out. The maximum number of bases allowed on one hit is one including any runners on base. The last batter in the rotation will hit a home run. It is suggested that you shift the batting order each game to give each child a chance to hit a home run.

May 22, 2017 to the end of the season:

Players will advance to their base and stay on base unless they are put out by forced play at the base or by tag. If a player is put out, they must return to the dug-out. The purpose for this is to begin preparing players for the transition into Minors and to introduce the concept outs while base running. Although



there are “outs” on the bases, the entire line-up continues to bat each half-inning. The maximum number of bases allowed on one hit is one including any runners on base. The last batter in the rotation will hit a home run. It is suggested that you shift the batting order each game to give each child a chance to hit a home run.

DEFENSIVE PLAYERS:

All players will be on the field. No players should be sitting on the bench during defensive play. Players should rotate positions every inning to ensure everyone gets equal time at the different positions. The typical Coach Pitch fielders are as follows:

- Pitcher Player will stand beside the opposing coach who is pitching to batters. Once the pitch has been thrown, the coach will try to keep out of the way.
- 1st Base
- 2nd Base
- Short Stop
- 3rd Base
- Catcher
- Outfielders: All remaining players are in the outfield.

DEFENSIVE COACHES:

There may be one or more coaches taking a position in the field to help coach the defensive players. Coaches, use discretion.

OFFENSIVE COACHES:

There may be one or more coaches taking a position in the field to help coach the offensive players. Coaches should limit themselves to home plate and 1st or 3rd base.

THROWING:

Players must throw the ball. Since the kids are typically just learning the game, try to teach which base to throw to. Have the kids throw the ball and make the play. Use discretion based on the level of play.

BASE RUNNER:

There shall be no stealing of bases and no leading off.

BUNTING:

There shall be no intentional bunting.

DEFENSE TO OFFENSE:

Teams will change from defense to offense after every player on the team has batted. The last player will get to hit a home run and run all the bases.

**BAT THROWING:**

If a bat is thrown (not carried) more than 5 bat lengths, or is thrown and hits either the catcher or the umpire, the batter is automatically out and must return to the dug-out. THIS IS A SAFETY RULE AND MUST BE ENFORCED. Make sure all batters understand this rule before they step up to the plate