

# EOC Ballpark

## COACH PITCH SPECIFIC RULES

### Safety Arc:

There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.

### Pitching Circle:

There shall be a ten (10) foot diameter circle with the front edge at forty-two (42) from the rear point of home plate.

### Pitcher's Line:

There shall be a line drawn from the pitcher's circle to the safety arc.

The pitching coach shall keep one foot on or straddle the pitcher's line. The Coach can pitch anywhere in-between the 30' Safety Arc and the 42' Pitching Circle.

The pitching coach shall not verbally or physically coach while in the pitching position.

The pitching coach shall position himself as not to be an obstruction to the defensive team on any possible play once the ball has been hit.

If a coach violates this rule after the ball is pitched, obstruction shall be called.

If a coach violates this rule before the ball is pitched, First Offense: Warning; Second Offense: Removal of coach as the pitcher for the remainder of the game.

### Pitching Coach:

The Pitching Coach shall be an adult at least eighteen (18) years of age.

The catcher shall receive the pitch in the catcher's box in a normal baseball manner. If in the Umpire's judgment, the catcher is not receiving the ball in a normal baseball manner, there shall be a warning issued. If the act continues after the warning, the offending teams' manager shall be ejected.

Ten (10) defensive players shall play in the field with four (4) outfielders. The fourth (4th) outfielder shall not assume an infield position. All outfielders shall stay behind the baseline.

The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit.

If he/she does leave before the ball is hit, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch.

First Offense: Warning; Second Offense: Removal of player from the pitching position for the remainder of the game.

Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.

The Infield Fly Rule shall not be in effect at any time.

The batting order shall constitute all present players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.

Teams may start a game with eight (8) players. The ninth (9th) & tenth (10th) positions in the batting order shall be declared an out each turn at bat.

A ninth (9th) & tenth (10th) player and all subsequent players may be added to the bottom of the batting lineup as soon as they become available

Teams may use free substitution on defense but the batting order shall remain the same.

Bunting is allowed, as many times as the team desires. Once the batter shows an attempt to bunt, they must bunt or pull back. If the player shows bunt, then swings it is an automatic dead ball. At that time the umpire will call the batter out...

The batter shall receive a maximum of five (5) pitches or three (3) swinging strikes.  
A player may not be Intentionally Walked.

### **Stealing**

7 under coach pitch is tight bases, no stealing..

8 under coach pitch stealing is allowed. Runner may not leave until the ball has crossed home plate. Must be a strike or catchable ball for the catcher. It will be up to the discretion of the umpire to make this judgment call. The ball will be live after the catcher throws down to second. The runner can steal up to two(2) bases. Runner cannot steal home, must be batted in.

A courtesy runner for catcher of record only the previous inning may be used. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team.

A team may score a maximum of seven (7) runs per inning.

The game is over, when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game.

Umpires shall call "Time" after every play and declare the ball dead. "Time" shall be called as soon as the all runners are not attempting to advance. "Time" does not have to be called by the defense for the purpose of this rule.

Comment:

When a runner stands off a base and "jukes" or "feints" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called.

When a batted ball hits the Pitching Coach, the following shall apply:

If in the Umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance.

If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, the ball becomes dead and a no-pitch is declared.