

HUDSON BOOSTERS
2025 COACH PITCH 2 RULES

Coach Pitch 2 emphasis is instructional. We want the players to learn the concept of baseball and to develop skills that will carry them forward to the next level. There will be no end of the year tournament.

1. PRACTICE / GAME

- A. A practice/warm up should be held during the first 1/2 hour of each schedule game. Warm up should take place in the outfield with stretching, throwing, hitting wiffle balls (not provided), team huddle to discuss strategy etc.
- B. The game will be either 5 Innings or subject to the time rule. There will be not be umpires for this league
 - All games will end 5 minutes before the time of the next scheduled game.
- C. Speed up rules will be used. If your next inning catcher is on base with 1 or more outs, the player who made the last out will take the catcher's place on base. This will allow the catcher to get ready for the next inning.
- D. A maximum of 5 runs per inning - although no official score is kept at this level.
- E. All players present will be in the batting order.
- F. Rotate players from bench to the field every inning. All players should sit out on an equal basis.
- G. Teams will play 4 outfielders. All outfielders must start each play on the outfield grass.
- H. Each team is responsible for getting and storing its own catching equipment, bats, and helmets.
- I. Coaches may take positions in the field for defensive coaching, but must not interfere with the play. This is instructional; coaches can position themselves on the field but it must be limited to two coaches.
- J. The Home team will supply 1 new game ball, the Visiting team 1 good used ball.
- K. Hard baseballs are used at the Coach Pitch 2 level

2. COACH PITCHING RULES

- A. Each player will get 6 pitches to put the ball into play. If batter has not succeeded after 6 pitches, the batter is out. (If 6th or last pitch is a foul ball, the batter is given one more pitch.) There are no walks.
 - Coach will stand approximately 10 ft. in front of the pitching plate (appx 35 ft from batter).
 - Coach may pitch either underhand or overhand to an individual batter, please make adjustments to help the batter make contact
- B. The **coach** may call a "BALL" if a pitch is out of the strike zone.
 - That pitch does not count against the 6 pitches allowed
 - If a batter hits the pitch, and a play is made on the hit, that hit will stand.
 - If a batter swings and misses at a pitch outside of the strike zone, it is a strike.

3. HITTING

- A. A foul that goes over the batter's head and is caught by the catcher, the batter is out.
- B. Any batted ball that hits the coach is considered a dead ball, and the hitter is awarded first base.
 - On a dead ball, the batter is awarded first base, and all base runners advance 1 base.
- C. The infield-fly rule (pop fly to the infield with runners on 1st and 2nd or bases loaded, with less than 2 outs) will not be enforced. Base coaches must warn their players about running on a caught ball.
- D. No bunting is allowed.
- E. A batter throwing the bat will be warned once, and called out on a second occurrence.
- F. All batters, base runners, and on-deck batters must wear protective headgear. Keep everyone else behind the fence. On deck batter must stand between home base and first or third base, and behind the batter to help reduce the risk of getting hit by a foul ball. No one may swing a bat outside of the field.
- G. Bats must have either the USA Baseball stamp on them and be 2 1/4" in diameter.

4. BASE RUNNING

- A. No base stealing is allowed.
- B. Runners cannot lead off of any base.
- C. Runners will not advance a base on an overthrow. Play stops after overthrow.
- D. A runner will be called out for:
 - Running out of the baseline to avoid a tag
 - Contacting a fielder while coming into a base or home without sliding (No contact, no penalty)
 - Makes contact with a batted ball before a fielder fields it.
 - On a head first slide except when returning to a base or in a rundown play. No head first sliding allowed.
- E. Double 1st base rules

- Runner should use colored base on initial play unless the fielder is drawn to the colored side of the base, in which case the runner would go to the white base and the fielder the colored part.
 - Runner is never out for touching the white side rather than the colored side of the base.
- F. Runners are encouraged to take extra bases per the coach's guidance on a well hit baseball

5. GENERAL

- A. For safety reasons:
- Encourage players to wear long pants when playing.
 - No Metal spikes allowed. Encourage turf-style shoes to prevent slipping.
 - Catchers must wear all protective equipment.
 - Watches, rings, necklaces, earrings, etc. should not be worn when playing.
- B. Wear the Hat and Shirt provided by the Boosters. No other types allowed.
- C. No swearing or abusive language is permitted by coaches, players or spectators.
- D. Rain outs will be determined and communicated by the Booster Baseball Committee, there is no rain out number to call
- E. All basic **Little League** baseball rules will apply if not covered above.

6. STORMS

- A. Coaches are to use good judgment when storms appear. If rain occurs and a game cannot be played, make sure that all players have a way home. It must be a mutual agreement of all coaches to continue play.
- B. When lightning is first sighted, all play will be suspended.
- C. If a tornado warning sounds, make sure all players have a way to shelter. If there is not enough time to get home, seek shelter in neighborhood homes.
- D. Account for all players on the team before leaving the playing field.

7. RULES FOR COACHES

- A. Each team shall be comprised of only one (1) head coach and two (2) assistant coaches
- B. Players can only be added to a team by the Baseball Commissioner and League Chairman.
- C. Coaches shall accept unequivocally all new players as appointed to their team.
- D. No coach can recruit a player for a team.
- E. Violation of the above rules will result in a hearing. Any discipline action could result in dismissal of the coach.
- D. Background checks must be completed prior to the start of the season**

8. EQUIPMENT AND FIELD

- A. Coaches are responsible for the care of the equipment for their team.
- B. Coaches to report equipment needs to tarheelsfan3838@icloud.com.
- C. **Both teams are responsible for cleaning up their bench area after their game.**
- D. **Home team coach is responsible for:**
- a. **Cleaning up around the field after the last game.**
 - b. **Putting the tarp back on the mound after the last game (If applicable)**