



Mifflin Area Youth Baseball Association

INSTRUCTIONAL (*Coach Pitch*) RULES 2023

GOALS

1. Provide a “relaxed” style of play.
2. Continue to develop player skills in the fundamentals of baseball.
3. Improve execution – have players know their responsibilities on the field and be able to make plays in game situation with minimal coaching.
4. Keep players excited about baseball by making it a fun and a confidence building experience.
5. If there are any questions about the rules, please discuss them with the other coach before the game and come to an agreement. Communicate any agreed upon rule deviations to parents and fans to prevent confusion.

In the event of a scheduling issue please contact the opposing coach. Please remember to contact the opposing coach before a game to confirm field location and time.

LEAGUE DESCRIPTION

The Coach Pitch level is intended to take the basic skills learned in tee ball and apply them to a more structured game setting. The following new skills should be taught at this level.

Understanding of each position on the playing field and a general knowledge of the responsibilities of each position.

This is an instructional league and players should be allowed to try a variety of positions.

GAME PLAY

Games will be played on a field with bases set up at 60' and the pitching rubber at 46' from home plate.

A game may consist of up to six (6) innings. No inning may start after 1 hour and 30 minutes from the start of the game.

A game will be considered complete after four (4) innings, or 3 1/2 if the home team is leading. Any game suspended for weather or darkness before its completion will be continued from the point of stoppage.

The maximum number of runs per team per inning is five (5). No continuation of play. Only the 6th inning is the amount of runs unlimited.

All games must be completed by a reasonable time for the participating children's ages. During nights followed directly by a school day, the curfew will be 8:00pm. During nights not followed by a school day or after school has adjourned for the summer, the curfew will be 9:00pm.

PITCHING

During the game the coach from the batting team will pitch the entire inning.

Coaches must pitch overhand and from the mound or closer as needed by the batter.

There will be a six (6) swinging strike limit. If the sixth pitch is fouled off, the batter will receive additional pitches until the result is not a foul ball. If the batter is unsuccessful in putting the ball into play after six (6) swinging strikes, he is automatically out.

A batter cannot be walked or called out on strikes (looking). If the batter swings and misses the sixth swinging strike, he is out.

A tee may be used for newer/younger players or players who continue to have difficulty hitting live pitching. However, they must first attempt to hit live pitching. Once they have used their 6 swinging strikes, they may then use the tee. Players who need this exception must be communicated to the opposing coach **PRIOR** to the start of the game.

FIELDING

Teams will play ten (10) players defensively with four outfielders. If coaches agree prior to the start of the game, you may play your entire team defensively, but additional players may only be placed in the outfield positions.

Whenever a coach is pitching, a player will be placed on either the first base OR third base side of the mound for defensive purposes. A coach may only field the ball in self defense.

All players must play three (3) innings defensively in a six inning game or two (2) innings in a shortened game.

BATTING

Teams will bat their entire roster. If a player cannot continue to play for any reason, that team will not be penalized for that place in the lineup.

Bunting is prohibited. If attempted, the batter will be called out.

Players may not throw their bat or helmet. If he does the following will occur.

1st offense - team warning

2nd offense - player is called out

No big barrel bats allowed. Bats may not exceed 2 5/8 inches in diameter.

BASE RUNNING

No stealing allowed. If the runner leaves the base before the ball is batted, the runner must return to his original position and the pitch will be declared no pitch. There will be one team warning per game. Each subsequent violation will result in the runner being called out.

Runners must slide to avoid contact. Any flagrant contact will result in ejection of the player.

No head first slides, except when returning to a bag. Violators will be called out.

Runners may not advance to an additional base after an overthrow during an attempted put out at a base.

Runners may only advance one base at a time except on a batted double. Doubles are the only extra base hit allowed at this level of play.