



Richardson YMCA Coach Pitch Rules

1. Teams must recite the YMCA pledge before the first pitch.
2. For safety reasons, batters on-deck must warm up behind the dugout.
3. Coach's pitch in an over or underhand motion (coaches choice) 30 feet from home plate (umpires discretion). The batter is considered out and runners do not advance if a ball is not hit into fair play. The batter receives 5 pitches or 3 strikes whichever occurs first, if the 5th pitch is hit foul, the batter must swing at each pitch thereafter until they either strike out or hit the ball into play. A batter cannot strike out on a foul ball. A batter can also use a batting tee after the 5th pitch if needed in 2nd grade coach pitch. 1st grade coach pitch: the batter can use the batting tee after 3 pitches if needed.
4. Base Length: 50 feet.
5. A half inning is complete after a team has 3 outs OR 5 runs. No more than 5 runs are allowed to be scored in an inning at any time.
6. A ball is considered DEAD when an INFIELDER possesses the ball INSIDE the baseline. Runners are sent to the next base if more than halfway between, or back to the previous base when the ball is ruled dead (umpire discretion). Infielder must hold the ball up and wait for umpire to call "Time".
7. A team consists of 6 infielders (catcher, pitcher, 1st, 2nd, 3rd baseman and a shortstop.) and 4 outfielders. Catchers are optional, although we do encourage kids to try the position. A coach can cover home plate but cannot be involved in a play. All outfielders must be positioned in the outfield grass until the ball is hit.
8. Players cannot play the same position for more than 2 consecutive innings.
9. Substitutions are unlimited as long as they are done to ensure 50% equal playing time.
10. Every player must be included in the batting order and the batting order must stay consistent all game with the exception of injury or sickness. Every player must hit once before another can hit twice.
11. One coach is allowed in the outfield during play to help direct players. One coach is allowed at both 1st and 3rd base to help coach.
12. A runner is considered out if the player runs out of the baseline in an effort to avoid being tagged (umpires discretion). All runners are given an extra base in the event of an overthrow.
13. Innings cannot start after 50 minutes of play or 4 complete innings. If the home team is ahead after the visiting team bats at the 60 minute mark, the game is over.

14. 1st Grade: runners CANNOT advance on an overthrow. 2nd Grade: runners CAN advance on an overthrow.

15. 1st Grade: developmental league. Scores will not be counted during games: 2nd Grade: Scores will be counted and standings updated.

16. Intentional stalling of the game for the benefit of one team will not be tolerated and is grounds for removal and/or suspension. If an umpire suspects a team of stalling, the player or coach will be warned and if stalling continues the umpire has the authority to remove the player or coach from the game.

17. In the event of bad weather a game is official after 30 minutes of play or 2 complete innings. The score at the end of the last full inning becomes the final score assuming 30 minutes or 2 innings were completed.

18. Sliding is allowed, although not recommended except when dictated by the regular flow of the game.

19. Intentional blocking of ANY base, including home plate is NOT ALLOWED under any circumstances and is cause for removal from the game. If a player accidentally blocks or impedes a runner, the runner is given the extra base.

20. The umpire has the highest authority at all times during a game and has the ability to remove anyone that is disrupting the game or not acting in a sportsmanlike manner at ANY time.

21. HAVE FUN!!!