



Dundas Little League

Established 1954

House League Coach Pitch Rules 2025

Revised March 15, 2025

Coach Pitch is a game of baseball between two teams of eleven players, with a sufficient number of alternates under the direction of a manager and coaches played in agreement with the playing rules under the authority of an umpire or umpires on a recommended Little League field.

It is designed to get young children interested in the game of baseball by stressing and maintaining active participation of all the players: with mandatory alternation of players at a game with the offensive team utilizing the all players as batters to score as many runs as possible and the defensive team using extra outfielders to make as many outs as possible in accordance with the rules.

Specifically, Coach Pitch is to provide a transition from T-Ball to Baseball, introducing pitching, and at the same time, developing catchers.

1. Main Rules

1-1. This division will follow the Little League Playing Rules with exceptions listed in these rules.

2. Definition of Terms

2-1. Playing line - is an imaginary line running directly from first base to third base which is a guideline for the home plate umpire to determine a fair hit ball when the player hits off the tee.

2-2. A fair hit ball - is a legally batted ball that is either hit off a pitch or off the tee. If hit off the tee, it is the plate umpire's opinion whether the ball will or could have firmly crossed the playing line in fair territory, therefore being called a dead ball, even if it is fielded before crossing the line.

2-3. A dead hit ball - is a legally batted ball hit off a tee that; a) in the umpire's opinion will not or could not have firmly crossed the playing line, even if fielded in front of the playing line OR b) a legally batted ball off a pitch that in the umpire's opinion the batter has bunted. But if the dead ball is caught in flight by the defensive team the batter is out and the ball is in play until time is called. If a batter hits the ball off a pitch and it does not cross the playing line, the ball is still considered in play, unless in the umpire's opinion the batter has bunted.

2-4. A fielder's choice - When any defensive player has control of the ball in the infield area and in the judgment of the plate umpire there is no attempt to make a play on any of the base



runners, TIME WILL BE CALLED, and the base runners, in the judgment of the umpires, will be held on the last base they occupied or the unoccupied base they were approaching when time was called. A player raising his hand with the ball therein, above his head will not automatically attain a call of time by the umpire. If a defensive player has control of the ball in the infield area within fair territory and requests time and there is a force play to be made, the umpire shall not grant time and the play shall resume until a legal time has been called by the umpire.

2-5. Strike-outs – a strike out occurs if on the third attempt hitting from the tee, the batter fails to make contact with the ball. If it is a foul ball or dead ball, the batter continues to hit from the tee.

2-6. A time can only be requested by an infield player on the dirt within fair territory.

2-7. Infield area - is the area in the judgment of the home plate umpire in which the defensive infielders would normally play in performance of their duties.

2-8. Pitching Coach Interference – In the event that the batted ball hits or is touched by the pitching coach, the ball is dead, all runners return, and the batter returns to bat. If the pitching coach interferes with any fielder attempting to field a batted ball, the ball is dead, and the umpire shall return all base runners to their original bases, and the batter is out.

3. General Rules

3-1. In Coach Pitch, the offensive coach will assume a position between home plate and the pitcher's rubber. The intent is to have the coach pitch to the batter to get them to hit the ball.

3-2. The coach shall wear a glove. It is recommended that the pitching coach also wear a protective cup and a face mask.

3-3. Each team must have a minimum of 8 players and should try and field at least 11 players in all games. They may use call-ups where possible to have at least 11 players. Players in the younger age group that have expressed an interest in being on the call-up list are eligible to be call-ups as needed. Reasonable efforts should be made to call up players on a rotational basis to allow for equal opportunities for those on the call-up list. During Playoffs, if at the time a game is scheduled to begin, a team does not have a minimum of 8 players, a maximum extension of 15 min. will be allowed before the plate umpire declares the game forfeited to the non-offending team.

3-4. No player is to play more than one inning more on the infield than any other member of their team. It is compulsory that all players play a complete inning when alternated and must be put in at the beginning of an inning. To promote equal play opportunities, that no player should play the same infield position more than once in a game. An outfielder player cannot make a play at a base unless they have relayed the ball to an infielder first.

3-5. When one team has less players than the other, the team with less players can have their players bat multiple times per inning to make up the difference in numbers. This is done by rotating the extra at bats through your team. For example, if there is a difference of one player, in the first inning, the first batter bats twice, in the second inning, the second batter bats twice, and so on. If there is a two-player difference, the first two batters in the line-up will bat twice and then in the second inning, the 3rd and 4th batters bat twice and so on). No child can bat

more than 1 time more in a game than any other player on their team.

3-6. Batting Orders - must be followed for each inning and each team will bat an equal number of players each innings.

3-7. In the event that neither team can field 8 players, the game will be considered a tie.

3-8. Each defensive team shall have:

a) A Catcher: who shall play a position normally taken by the catcher. The catcher must wear a catcher's mitt, shin guards, chest protector, face mask with helmet and dangling throat guard, and protective cup.

b) A Pitcher: who shall play in the infield, and must assume a set position directly behind the pitcher's plate with both feet touching but not in front of the pitcher's plate. It is permissible for the pitcher to step to one side of the pitcher rubber as the pitching coach will be in line with the batter.

c) A 1st baseman, a 2nd baseman, a 3rd baseman and a shortstop: who will play in position regularly played by those infielders and they shall not cross the playing line until the ball is hit.

Penalty - In the event a defensive player does cross the playing line before the ball is hit, the umpires will call time immediately and the ball is dead. The offending player(s) are warned, and if the offense continues multiple times in the same inning the player(s) shall be moved to another position at the coaches discretion. As a guideline the players should remain on the infield dirt until the ball is hit.

d) Extra outfielders who shall play in the area regularly played by outfielders

e) A maximum of four adults in the dugout.

f) Beginning the first week of July, defensive coaches must remain in the dugout unless there are apparent safety concerns (ie, if there are children who do not pay attention and can get hit with the ball and require coaches to be physically next to the children to re-direct their attention).

g) Once a player assumes a defensive position at the start of an inning, they may not be assigned another position in the field during that inning except due to injury or sickness.

3-9. A regulation game;

a) Will consist of five complete innings, provided the one has scored more runs than the other. If the score is tied after five innings, play is continued until one team has scored more runs than the other in an equal number of innings or when the home team has scored the winning run in the last inning.

b) No new inning can start 1hr 45min from scheduled start time unless otherwise communicated. Game shortened by a curfew are official regardless of how many innings are played. The 1hr, 45 min rule applies to the scheduled start time, not the time that the game begins if the game is late starting.

3-10. Protesting a game. There are no official protests in Coach Pitch. A call may be questioned but the umpire's judgment will stand. Any conflicts in the interpretation of rules will be addressed after the game by the division convener in a constructive fashion but will not affect the outcome of a game itself. It is an instructional level of baseball for all involved.

4. Playing Rules

4-1. To begin the game, the plate umpire shall instruct the home team to take their positions in the field, and call play for the first batter of the offensive team.

- a) The coach will throw the ball to the batter, and the batter is to attempt to hit the ball.
- b) If there is a foul on the third attempt, the coach will continue to pitch until there is either a strike or a hit
- c) If after three (3) attempts, the batter has not hit the ball, a tee will be placed and the batter is to hit off of the tee.
- d) There are no walks, infield flies, and no hit batters. Even on last batter.
- e) If a tee is placed and the batter hits off of the tee, they will be allowed a maximum of one base regardless of whether it is last batter or not. All other runners on base are not limited and may advance until the play is completed. (On last batter, the hitter may continue to run the bases until the play is complete, however if they make it to home plate, the run will not be counted.)

4-2. Runners shall remain on their bases until the ball is hit by the batter. See Little League Rule 7.13 for administration of this rule.

4-3. The offensive teams turn at bat ends when –

- a) the last batter has hit the ball illegally,
- b) the last batter's fair hit ball is returned to the catcher at home plate. The ball must be thrown over the playing line at least once on its way to the catcher, in the event that a player fields a live ball in front of the playing line they may return the ball to the catcher without having to throw it over the playing line. Home plate must be touched by ONLY the catcher with the ball in his possession and only the pitcher is allowed to assist the catcher in the home plate area.

Penalty - In the event a defensive player other than the pitcher, in the judgment of the umpire crosses into the HP area, the umpire will call the inning over and allow only legal runs to score.

c) A base runner with last batter status, is hit by a fair batted ball either on or off his base, before the ball is touched by the pitcher or before it has touched or gone through an infielder not including the pitcher, the ball is dead and no runs may score.

d) The last batter's fly ball is legally caught and there are no runners on the bases.

4-4. Last batter status - Any players on the offensive team who are base runners when the last batter is at bat are regarded in the same way as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.

4-5. In the event that the last batter's fair hit leaves the playing field by going over the outfield fence in flight, it will be considered a home run and all the runners having last batter status will be allowed to score. But if the ball bounds over, goes under, or gets caught in the outfield fence and in so doing interferes with the fielder's chances to field the ball, all base runners will be allowed to score but not the batter.

4-6. In the event that the last batter of the offensive team is out on a fly ball, the members of the offensive team who are base runners shall be permitted to score, provided they are on base when the ball is caught or they retouch it after the ball is caught. These runners have to score prior to the ball being returned to home plate.

4-7. In the event that the last batter of the offensive team or any other base runner with last batter status is obstructed in any manner by any member of the defensive team while running the bases, it shall be the discretion of the umpires as to how far he would have advanced had there been no obstruction.

4-8. A run does not count when a runner with last batter status:

a) reaches home plate after the plate has been legally touched by the catcher.

b) has led off and reaches home plate safely.

c) has not tagged up and reaches home plate safely.

4-9. In the event that Last Batter is not declared, all runners return to their original bases and the batter bats over.