



Greenville Youth Sports Coach/Machine Pitch 2016 Rules

1. Teams will be established by the League Director prior to the start of the season. Any modifications and/or changes must be approved in writing by the coaches and director.
2. Late entries will be assigned by the director by roster size and player ages.
3. Machine Pitch League will utilize a 9" little league regulation baseball.
4. Coach Pitch League will utilize an 11" regulation softball.
5. Each year, teams will be selected using an auto draft process.
6. Teams must start the game with at least (8) players.
7. A game will consist of (6) innings or a 1 hour and 30 minute time limit, whichever comes first. No new inning will start after 1 hour and 30 minutes, tie games included.
8. In the event of inclement weather, (4) innings will constitute a complete game.
9. (3) Coaches are allowed on the field during offense; (1) on first, (1) pitching and (1) on third. All other coaches are required to be in the dugout.
10. (2) Defensive coaches are allowed on the field during defense; (1) in the outfield and (1) positioned behind home plate. The home plate coach will assist in tee removal, assist the catcher and call foul balls.
11. A coach will pitch to his or her own team.
12. A coach will pitch for girls from a distance of 25-feet. Discretion may be used and the pitcher may move closer or farther back depending on the batters ability.
13. The pitching coach is not allowed to instruct any base runners. They may however instruct the batter.
14. The pitcher must hold the ball up to show the defense that the ball is being pitched.



15. The pitching coach must avoid a hit ball and attempt to get out of the way so that the child playing the pitching position can field the ball. In the event it hits the pitching coach, the ball is still live and must be played. In the event the ball hits the pitching machine, the batter and will receive first base. All other base runners will advance (1) base.
16. The ball shall be hit at least 15-feet in order to be considered a playable hit. If the ball lands on the 15-foot arc, the ball is in play. If an arc is not chalked, create one in the dirt that both teams can agree upon prior to the game starting.
17. Batters in the coach pitch league will get (4) pitches from his or her coach. If after (4) pitches they do not get a hit, the player gets (1) chance to hit off the tee. If the (4) pitch is hit foul, the batter will receive another pitch until they get a hit, miss or do not swing. Any hit off the tee is held to a single regardless of an overthrow. Runners on base at the time a ball is hit off the tee may also advance ONLY (1) base. If they swing and miss or the ball goes foul, the batter is out. If the batter knocks the ball off the tee while lining up their bat, they get one chance to put it up and hit again.
18. Batters in the machine pitch league will get (5) pitches from the machine and the same rules above apply.
19. No walks, half swings or bunts allowed.
20. If the batter throws the bat, they will receive (1) warning. If they throw the bat a second time, they will be called out.
21. The fielding team coach will be positioned on the field, in the vicinity behind second base. This coach must be on the outfield grass and is allowed to instruct players between outs.
22. The catcher must remain behind the catcher's line until the ball is hit.
23. The catcher must wear a helmet and a protective face mask.
24. A coach may not make contact with a runner until play has stopped or the runner will be called out.
25. (3) outs or (6) runs constitutes an inning.
26. All players play defense. Regular infield and the extras play in the outfield.
27. Outfielders must remain on the outfield grass or 20-feet behind the bases.



28. First, second and third baseman should be within (3) to (5) feet of the base until the ball is hit. The pitcher must stay next to the coach/pitching machine until the ball is hit.
29. All players are to remain on the bench and in their batting order. Any player batting out of order will be considered out. Play continues with the correct batter.
30. Helmets are required for all batters and base runners.
31. When a ball is overthrown, runners may only advance (1) base. In the event of additional overthrown balls during the same play, the runners must remain on base and cannot advance. A player may not advance home on an overthrown ball.
32. Leading off bases is not allowed, if a runner leads off, they will be called out. The runner can move off the base when the ball crosses the plate.
33. Runners must stay in the baseline or be called out. The baseline is deemed (3) feet on either side of the straight line between bases.
34. Play continues until the defense stops the lead runner. (Ex: An outfielder throws the ball in and the shortstop has the ball and is holding it inside of the bases.) If base runners continue to advance, they will be instructed to go back to their original base. It is the batting coach's responsibility to instruct his base runners.
35. A single umpire is in charge of the game and his/her judgment calls will be final at the time of the call. Any disputes over the written rules of this league or the rules of baseball will be handled by a special meeting of the coaches involved and representatives of the board. No arguing of the rules during the game.
36. Water or Gatorade only in dugouts. Each team is responsible to clean up after each game.
37. Moving players around to play the batter is not allowed.
38. If a runner gets makes contact with a hit ball, they will be called out.
39. Players must be rotated between positions. Within the first (4) innings, players cannot play one position more than (2) innings and they have to play in the infield and outfield at least (1) inning. The catcher position is not considered as an infield position.



40. Any bats are fine.
41. The umpire ruling is final and if there are any questionable calls, both coaches need to consult the umpire. Any disagreements must be addressed with the Director or Umpire Coordinator, not the umpire on the field.
42. Coaches are responsible for their actions, player conduct, and crowd control. Please lead by example, show good sportsmanship.
43. Any violation of the rules will be brought in front of the board.