

5 Pitch/Coach Pitch Rules

ALL SOFTBALL CANADA AND NEWMARKET MINOR SOFTBALL ASSOCIATION RULES OF PLAY SHALL APPLY.

Can be found on-line – WWW.NMSA.NET

1. Distances: Pitching - 28' Base distance – 42'
2. Pylon distances – 20' from the bases
3. Start time will be 6:45pm (Exception rule #4).
4. No new inning will start after 1 hour and 30 passed the start time.
5. Games will start at 7pm to allow practice time for the teams. This will continue until the Open Classic. After which time, the start time will be at 6:45pm.
6. Each game will consist of 5 innings. (if time permitting)
7. Maximum of five (5) runs per inning or three (3) outs.
8. The batter is allowed a maximum of 5 pitches or 3 swings in which to hit the ball.
9. If the batter has not hit the ball within 5 pitches or 3 swings, then the batter will be called out.
10. On the 5th pitch, if the batter hits it foul, it will be a foul ball and the batter will keep hitting until a 3rd swing or hits it fair. Batter will not be called out on a foul ball.
11. 5. On any overthrow, the base runner will be awarded 2 bases from the time of the throw. 6. Sliding is permitted.
12. The Coach will pitch to their own team for the beginning part of the season (determined by the convener). Then the players will pitch to their own teams
13. Home team will set up pylons prior to game time, to determine the Home Run Line.
 - a) If the ball is hit in the air, passed the pylons it will be considered a home run (determined by the umpires)
 - b) If the ball is hit on the ground passed the pylons, it will be a dead ball and considered a ground rule double (determined by the umpires). The batter will be placed on second base and all runners will get 2 bases from the time of the pitch.
14. Coaches are encouraged to allow the batter to position him/her in the batter's box.
15. Coaches may not physically assist base runners while the ball is in play.

Penalty: The base runner is out, the play is dead and all other players must return to their original base.

16. No rolling the ball. An attempt must be made by the fielder to throw the ball.
17. In an attempt to speed up play, it is suggested that coaches take no longer than four (4) minutes to set up their team defensively.
18. Each player must be scheduled to play a minimum of 3 innings in the infield in a 5 inning game. No player may sit out 2 consecutive innings. No player shall be allowed to play the same infield position 3 consecutive innings.
19. No player can be positioned closer than twenty five (25) feet from the home plate until after the ball is hit, for safety.
20. Offensive Pitcher:
 - b) The Pitcher shall wear a helmet while pitching (expectation is the coach Pitcher)
 - c) The Pitcher must pitch from the front half of the pitching circle.
 - e) The Pitcher must pitch to his/her own batter.
 - f) The Pitcher shall be substituted when he/she is to be a batter in the "on deck" circle.
 - f) When pitching, the Pitcher cannot purposely interfere with the play of the ball. **Effect:** If interference occurs by the Pitcher, the batter is called out and the ball is dead.
 - g) If the Pitcher is hit by a batted ball, the ball will be called dead and no base runner can advance. The batter will return to bat with the same count as before the pitch.
 - h) The Pitcher must not interfere with the defensive players either verbally or physically. **Effect:** The ball is dead. Base runners cannot advance, and the batter returns to home plate with the pitch counted.
 - h) The Pitcher must not assist the offensive team in any way, other than to pitch the ball.
21. Defensive Pitcher:
 - a) The Defensive Pitcher plays the pitcher position for the fielding team.
 - b) The Defensive Pitcher must wear a helmet with the chin strap done up.
 - c) The Defensive Pitcher must stand within the back half of the pitching circle until the ball has been hit.
 - d) Once the batter has hit the ball, the Defensive Pitcher go anywhere on the field)
 - e) The Defensive Pitcher may field the ball must throw to first base to get an out. They must not tag the batter running to first base. The Defensive Pitcher may tag a player at any other base, including home plate.
22. Batter:
 - a) There are no strikes or balls
 - b) There is no bunting. A bunted ball is considered a dead ball. The batter must attempt a full swing at the ball.
 - d) A foul or dead ball is considered a pitch, unless it is the 5th pitch. Then it is considered a Foul ball and the batter get another pitch. Runner are not allowed to advance on a foul ball
 - e) A Batter cannot be out on a foul ball.
23. To stop the play, the Defensive Pitcher must, have control of the ball within the 8' circle (pitchers circle). Once the Defensive Pitcher has control of the ball within the 8' circle, all

base runners shall stop on the base to which they were going. Base runners are in jeopardy until reaching a base.

24. An overthrow is a play in which a ball is thrown from one player to another player and goes BEYOND THE BOUNDARY LINES (out of play). The ball is dead and runner cannot advance past to base they
25. When the ball is being returned to the pitcher and is thrown into foul territory, beyond the boundary line (out of play) it is not an overthrow. It is a dead ball. All play stops. Runners may not advance past the base they were going to.
26. No stealing.
27. No lead-offs:
 - a) The base runner may not leave the base until the ball has been hit by the batter.
 - b) A runner leading off is automatically out. All play is dead. All other players, including the batter, maintain their original position prior to the lead-off occurring.
 - c) The count on the batter remains the same.
28. No infield fly rule
29. On a dropped 3rd strike, the batter is automatically and runner cannot advance
30. The home half of the final inning (5th inning) must be played to completion if time and weather permit, regardless of the score.
31. When your team is up to bat, there maybe 1 coach at first base, 1 coach at third base, and 1 as the Coach Pitcher.
32. All defensive players are permitted on the field each inning, with a maximum of 6 players in the infield.
33. The Pitcher of the team hitting the ball will be known as the “Coach Pitcher”, and all previously mentioned “Offensive Pitcher” rules shall apply to the Coach Pitcher. 19. The same Coach Pitcher shall pitch the entire inning. 20. The batter is allowed a maximum of 5 pitches in which to hit the ball. If the batter does not hit a fair ball within 5 pitches, then the batter will be called out.
34. Defensive coaches must be off the playing field, behind pylons or in the dugout area.