

## **BVBA Coach Pitch(Machine Pitch) Rules**

**A. Leagues:**

- 1. Rookies players must be 6 years old.**
- 2. Coach Pitch players must be 7 or 8 years old.**

**B. Bases will be fifty-five (55) feet apart.**

**C. Regular baseballs will be used.**

**D. Games are five (5) innings with no new inning after 1 hour 15 minutes.**

**E. A minimum of eight (8) players is required to start a game. When batting, the ninth (9) position will be an out. Any fewer players will require a forfeit. (Play should be continued using a combination of both teams if possible.)**

**F. Outfielders will play at the regular outfield distance (at least 6 ft. from the edge of the infield). Coaches may coach from coaching boxes at 1st and 3rd while on offense.**

**G. ALL players will bat in the same order for the entire game.**

**H. Three (3) outs or five (5) runs ends a team's turn on offense.**

**I. All players will play in the infield at all times. There will be 6 infielders (P-1-2-3-SS-C), and the remainder of the players will play the outfield. Each player MUST play two (2) innings in the infield (P-1-2-3-SS-C), one (1) inning in the outfield, and no more than two (2) innings at any one (1) position every game.**

**J. A pitching machine will be used to pitch the baseball. Pitches shall be made with the desired result of providing strikes for players to swing at.**

**K. A defensive player shall stand next to the adult pitcher who is loading the pitching machine, and field all hit balls. If a batted or thrown ball hit the pitcher, the ball shall remain live. Should the pitcher intentionally interfere with the batted ball, a replay is called. The batter will keep the same count. Should the pitcher intentionally interfere with a thrown ball, play shall stop and runners will return to the base they just left.**

**L. Batter must have both feet in the batters box.**

**M. If the ball is not hit by the swing, the swing is then called a strike and it goes against the batter's count. Each player is allowed five (5) strikes. If after five strikes there is not a strikeout or a hit, the batter will receive a sixth pitch. If the batter does not hit the sixth pitch, it shall constitute an out.**

**N. NO bunting allowed.**

- O. There is a two base maximum unless there is a home run hit over the fence.**
- P. When a ball is in the outfield and then returned to the infield and controlled by an infielder, runners cannot advance to another base.**
- Q. Players may not leave the base until the ball is hit.**
- R. NO runner may advance on an overthrow.**
- 1. NO runner may advance on a passed ball or a wild pitch.**
  - 2. NO runner may advance if an overthrow occurs when the catcher is returning a pitched ball to the pitcher.**
- S. A player may not intentionally create contact with another player at any time. If the defensive player has the ball and a play is being made, the offensive player must either slide or make every effort to avoid contact with the defensive player. Should a player run over or crash into another player, he or she would be ejected from the game. If a defensive player is in the base path without the ball and make contact with, or impedes the path of the offensive player, interference may be called on the defensive player. Any runner obstructing a throw to attempt a double play will result in a double play being called.**
- T. Bat size may not exceed 29" in length and 2 ¼" in diameter.**

**Revised: May 2009**