

Wahoo Parks and Recreation Department
COACH-PITCH LEAGUE RULES

1. No leading off. Base runners may leave the base as soon as the pitcher releases the ball.
2. No base stealing.
3. **A coach will pitch a maximum of five balls to each batter.** If a batter does not put the ball into play after the five pitches, a tee will be used. The player will have two attempts to hit the ball into play.
4. Defensively, all players play in the field.
5. Outfielders must be on the grass.
6. If the defense makes an out, the batter or runner must leave the playing field.
7. First team listed is the “visiting” team. Game scores or league standings will not be maintained. (*Exception: See Rule #13 below*)
8. An inning will consist of each team batting all of their players. The “visiting” team will bat first. After all players have batted, the team will switch to playing defense regardless of how many outs.
9. Infield fly rule is in effect.
10. Runners cannot advance on overthrows.
11. On a ball hit to the outfield, once the ball is possessed by an infielder, no further advancing by base runners is allowed.
12. Each game will consist of four innings or a one hour time limit, whichever comes first. No new inning will start after the 50-minute mark. If the inning is not finished and the game is nearing the one hour time limit, “last batter” will be called by the coaches.
13. Players may pitch during the last two games of the season. A player will pitch a maximum of three balls to each batter. If the ball is not put into play, a coach will pitch two balls. If the batter does not put the ball into play after the five pitches, a tee will be used. The player will have two attempts to hit the ball into play.
14. During the last two games of the season, game scores will be kept and an inning will consist of either 3 outs or 5 runs...whichever comes first.
15. Metal spikes are not allowed.