

SCBA COACH PITCH 2 **BASEBALL RULEBOOK**

2010 Edition

All games will be played under the rules outlined in the NFHS rulebook with the exceptions of the SCBA BASEBALL/SOFTBALL General Playing Rules and the following exceptions:

1. Field - The distance from the pitcher's rubber to the back edge of home plate is **46 ft.** Each coach must pitch with at least **1** foot on the pitcher's rubber, no exceptions. All pitches must be thrown overhand to batter. The distance between the outer edges of each base is **60 ft.** **Foul Arc** – Does not apply. **Pitchers Rubber** - The pitcher (Player) must have one foot inside the pitcher's circle until the ball is hit. When the batter hits off the tee, the pitcher (Player) will have one foot on the regulation rubber. Also, when the ball is hit off the tee the pitcher (Coach) will leave the diamond and stand only in foul territory. Always make sure the pitcher (Player) is able to see the batter when the ball is pitched. The pitcher (Player) position must wear a batting helmet with a mask at all times during defensive play.

2. The Ball - The official ball to be used is a regulation baseball.

3. Regulation Game - A complete game will consist of **6** innings. A game called by the umpire due to bad weather, darkness or time limit will be regulation if **4** or more complete innings have been played, or if the home team has scored more runs in three or more innings than the visiting team has scored in four or more innings. **Run Rule** - If at any time after **4** complete innings either team is leading by **10** or more runs, the game will be conceded to the leading team. **Time Limit** - No new inning may start after **1hr 30** minutes from the start of the game. The umpires will keep official time. **Scores** - The winning team is responsible for contacting the league coordinator with the game scores. Regardless of the score of the game, a score of **1-0** will be recorded on the website to indicate the winning team.

4. Time Out – Does not apply. You may not call time to stop play as in Coach Pitch 1, time may only be requested, and is only given when the umpire grants time.

5. Last Batter - The last batter must be announced to the umpire. This situation automatically creates **2** outs. The batter or the runner is out if a fly ball is caught, if any runner is put out, the last batter scores, or **the catcher with the ball** touches home plate. No other defensive player can make the play at home plate. Failure to announce the last batter to the umpire will result in the batter being called out and any runs that scored will not count. If the ball is thrown out of playing field during a “ Last Batter “ situation, the play stands with the **2** base award rule applying. All coaches should teach their players to try and make an out instead of running to home plate. It is a play that should be executed and not one of mass confusion.

6. Defense - Each team will field **10** players (**4** outfielders). The outfield will be determined by the edge of the grass. There will be a maximum of **6** infielders, of which one must be a pitcher and one a catcher, regardless of the number of players present. **Catchers Position** – The catcher will be positioned behind the plate to catch the balls thrown by the coach.

7. Rotation - No player will sit the bench for two consecutive innings; and no player may sit twice before all players have sat one inning. Equal playing time for all players is required. No child shall play the same position for more than two consecutive innings or for more than two innings total in a single game. All players must play at least one inning in the infield and at least one inning in the outfield. Example: Cannot play one child at shortstop three innings in a row. Please use the **Honor System**.

8. Pitch Limit - Each batter will be allowed **6** pitches or **3** swinging strikes. Foul balls will not be included as a swinging strike for the third swing, but a foul ball will count towards the pitch limit. A foul ball may not be the final pitch of an at bat. All other pitches will count towards the limit. **In 2nd year coach pitch, there is no tee used.**

9. Infield Fly Rule – The "infield fly rule" will not be used.

10. Bunting - There will be no bunting at anytime.

11. Walks - There are no walks allowed in this division.

12. Lead Off - No lead off is allowed. Runner may not leave the base until the ball is hit. If he does so, the runner is out and the play will be dead. The batter will return to bat again. If the batter swings and misses, the runner is not out, he must return to the original base.

13. Half Innings - Half innings will be when the offensive team has committed three outs or batted all players present, whichever is first. Both teams will bat entire roster that is present. Example: Team A shows up with **11** players and bats **11** players. Team B shows up with **9** players and bats **9** players. **Intra-Inning Time Limit** – Teams should take the field and be ready to play within one minute of the last out on their at bat. The umpire is to enforce this rule.

14. Defensive Coach - Teams are allowed one defensive coach. The coach ***MUST*** stand in the outfield and may not interfere with any play in the field. **Coach Interference** - If at anytime the coach pitch person or the coach in the field touches a batted ball the play will be called dead and the play repeated with no base advance and the same pitch count. This includes pitcher/player runs into coach pitching on pitchers mound.

15. Courtesy Runner- with two (**2**) outs and the catcher on base, the coach may elect to place a courtesy runner in for the catcher. The courtesy runner will be the last out made, no exceptions. This rule is intended to have the catcher ready to take the field when the third out is recorded.