



PJL 5UB and 6UB Coach Pitch PJL Baseball Park Rules

Equipment and Attire:

- Bats permitted are USSSA or USA-stamped bats that are not on the banned bat list with Perfect Game.
- Cleats should be rubber spikes only.
- All batters need a batting helmet. Face masks on batting helmets and chin straps are not required.
- Pitching players will require a face mask.
- Catchers are only required to wear a helmet with a face mask. This can be the same as a batting helmet, as long as it has a face mask.

General Rules:

- Home team chalks the field prior to the game and is responsible for keeping up with the official paper scorebook located in the field house.
- Away team drags the field at the conclusion of the game and is responsible for getting someone to run SingleScore for the Scoreboard. Instructions are located in the field house.
- Coaches are responsible for ensuring the lights are turned on when needed for your game.
- Coaches are responsible for adhering to the coaches code of conduct.
- Coaches are responsible for ensuring that parents are adhering to the parental code of conduct.
- The umpire on the field has the final say in all calls on the field.
- Rainouts will be rescheduled to the next available date and time. A complete game will be called if there are 3 complete innings.

Game length:

- Games will be booked on a 1 hour time slot in the scheduling system. Games will be 50 minutes long, with the start time that is announced by the umpire.
- The game will end after 6 innings total or if time has expired at 50 minutes, then the game will end once the inning is complete.
- Run rule: 11 after 4, 6 after 5
- Both home and visitor coaches must verify and sign the scorecard after the game before leaving the field.

Field set up:

- There shall be a 20' arc drawn from the 1st baseline to the 3rd baseline in front of home plate.
- There will be a 10' pitching circle drawn, with the middle of the circle being 42' from the point of the back of home plate.

Game Play:

- A team may start and finish a game with 8 players
 - The 9th batter's slot will result in an out
- If a team only has 7 players, this will result in a forfeit for that team. There will be a 10 minute grace period to allow the 8th player to show but the time will count as game time. If the player doesn't show, the score will go down as 7-0.
 - Forfeits must be told to the Coach Pitch Baseball Director by 4:00pm of the day of the game.
- An inning is over when either
 - the offense scores 5 runs
 - the defense records 3 outs
- Batting line-up is continuous, all players will bat.
 - Late arrivals must be added to the bottom of the lineup
 - Batting order must remain the same for the duration of the game.
- Slings a bat
 - Each team will receive one warning per game.
 - All other batters will be called out for the duration of the game if any player slings the bat.
- Runners must slide, give up, or go around at all bases including home plate where a play is being made. We strongly encourage coaches to teach their players to always slide into home plate.
- Catchers are allowed to make a play on the ball after it is hit.

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Defensive Coaches:

- Two defensive coaches may be on the right field and left field sidelines in foul territory during a game. No defensive coaches may be in fair territory or on the infield foul lines.

Pitching coach:

- Must be 18 years old
- The pitching coach must pitch from behind of the 20' ball arc.. Pitcher must remain in a direct line between home base and second base
- Pitching coach shall not verbally or physically coach the batter while on the mound with the ball in hand to pitch
 - 1st offense: warning by the umpire
 - 2nd offense: pitching coach removed from the game (sit in dugout)
- Pitching coach must exit the field opposite the direction of the ball when it is hit into play
- If the pitching coach is hit, obstruction will be called
 - 1st offense: warning by the umpire
 - 2nd offense: coach not allowed to pitch for the remainder of the game
 - In the umpire's judgement, if the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners advance. The ball is dead and no pitch is declared and no runners advance.

Pitcher player:

- Must start with one foot inside the pitcher's circle before the pitch
- Shall not leave the pitching circle until the ball is hit
- If the pitcher player leaves the circle too early, the play continues if the ball is hit. After the play has ended, the offensive team has the option to take the result of the play or declare a no pitch and the batter returns to the plate.
 - 1st offense: warning by umpire
 - 2nd offense: removal of the pitcher player from that position for the remainder of the game. He may play any other defensive position
- May not run down a runner between home and 1st base unless the hit takes him in that direction. (ie-ground ball down the 1st base line)
- May run down a runner from 3rd to home
- No intentional rolling of the ball is allowed as an attempt to make a defensive play. Runner will be declared safe.

Batting:

- There is no infield fly rule
- There is no advancement on a dropped 3rd strike
- No slashing (fake bunt, pull back, full swing)
- No head first sliding
- No intentional walks
- No slinging of the bat

Pitches per batter:

- Once the batter has received 5 pitches or strikes out, he gets 1 swing off the tee.
- Continuous foul balls allowed off pitches.
- If the player hits the tee on their swing, the batter is out.
- If the players hits a foul ball off the tee, the batter is out.
- Baserunners can only advance 2 bases off the tee.
- There shall be a 20' arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball.

Courtesy runner:

- may only be used for the catcher.
- must be the batter who made the previous out

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Baserunner:

- May not leave the base until the ball crosses the plate. Leaving early will result in:

- 1 team warning
- all following leave early runners will be called out

Stopping play:

- In order to stop play, the defense must stop the lead runner
 - If the lead runner is prevented from advancing, trail runners may only advance if they do not stop running and continue to the next base (ie-runner may not "run through" 1st base, then return to the base and then advance to 2nd base)

Overthrow rule:

- Applies only to throws made to 1st base at the umpire's judgement.
- Runners advance one base if an attempt was made, no bases will be "awarded"
- If the defense chooses to make a play after the overthrow, the ball is live and the overthrow rule does not apply. All runners may advance at the risk of being put out.

Catchers:

- Must wear a helmet with a mask, may be a batter's helmet or a catcher's helmet
- Catcher must stand back behind the batter's box
- Catchers can make a play on any fair ball.

Defensive players:

- 10 defensive players allowed on the field.
- The 4 outfielders must play at the edge of the grass line.

Any questions on the rules should be relayed to the Head Umpire in Charge prior to games starting. During games, the umpire on the field has the final call on all rules. If escalation is needed, the umpire can reach out to the Head Umpire in Charge. Coaches should not call the director or head umpire during any games.

Head Umpire in Charge: James Plaxico 478-808-1899