



Elementary Coach Pitch Baseball I (Grades 2-3) Rules

The purpose of the Elementary Coach Pitch League is to provide a fun, non-competitive environment for developing fundamental baseball skills. Players should receive positive reinforcement and be encouraged to do their best. Standings and scores are not recorded.

- A. Code of Conduct:** Coaches are responsible for their team's players, parents, and spectator conduct at all times. Players, parents, or spectators who are unruly will be warned by the coach and may be asked to leave the game area if necessary.
- B. Rosters:** Each team should have a minimum of 6 players and a recommended maximum of 12 players.
- C. Mandatory Play:** No minimum amount of players is required to play a game. NO Forfeits.
- D. Field Dimensions:** Bases are approximately 45 feet apart.
- E. Uniform:** A team jersey/shirt must be worn during the game.
- F. Time Limits:** Games will have a time limit of 1 hour and fifteen minutes or 4 innings, whichever comes first. If game time expires before completion of 4 innings, the game shall end after the current batter completes his or her at-bat.
- G. Field Assignments:** The home team is listed on the schedule and will occupy the 3rd base side. The visiting team will bat first.
- H. Standings and Score:** Standings and scores are not kept.
- I. Umpire/Official:** NCSAA will provide a site director, responsible for managing the facility and insuring proper set up of field and providing customer service. Team coaches are responsible for understanding the rules and officiating the games.
- J. Managers/Coaches:** An offensive coach MUST serve as the pitcher for his or her team and base coaches are allowed at 1st & 3rd. Defensive coaches are allowed on the field to instruct players. An adult coach MUST be in the bench area at all times.
- K. Players:** Players may not wear jewelry, rings, watches, pins, or other metallic objects.
- L. Equipment:**
- The maximum bat barrel diameter is 2 1/4". The bat may be either wood or metal.
 - Safety Baseballs are used (slight give for safety).
- M. Defensive Rules of Play (Fielding):**
- All players will play on the field when on defense. A maximum of 7 infielders and the rest of the team must occupy the outfield.
 - The catcher position MUST be occupied by an adult.
 - Infielders may not be more than 10 feet in front of the base path.
 - Outfielders may not be less than 10 feet behind the base path.
 - Fielders should be encouraged and instructed to play the field and try to make the proper play.
- N. Offensive Rules of Play (Batting):**
- A continuous batting order will be used. Any player arriving after a game has begun should be inserted in the batting order in the last batting position.
 - All offensive players except the at-bat player and base runners must be inside the dugout. There is no on-deck circle.
 - The coach may pitch to an individual batter based on their demonstrated ability to hit the ball at practice. Each batter should be given three pitches/chances to hit the ball then the tee should be used to keep the game moving. Student-athletes who cannot hit a pitched ball at practice should only use the tee during games. Coaches should teach their student-athletes that the tee is not a bad thing. Each player develops at a different rate. Using more than 3 pitches in the game cheats the other kids of at-bats.
 - No leading off or stealing any base.
 - Players may not advance to the next base on an overthrow.
 - Base runners must stop when the ball is under control in the infield.
 - If the defense puts out a batter or runner, he/she will be allowed to remain on base.
 - Runners must stay in contact with the base until the ball is hit.
 - There are no strikeouts.
 - No throwing bats.
 - A ½ inning will be considered complete when all batters in the lineup have batted and all runners have touched all the bases. The last batter in the will continue to run the bases until he/she touches home.
 - Sliding of any kind should be strongly discouraged.