



## COACH PITCH TOURNAMENT RULES

- No new inning may start after 1:15.
- Games will begin right on slated game time. Please have your team ready to go by then.
- Roster limit of 14, and all must bat.
- Pitching machines are to be used for all batters. The machine should remain in place during the whole game. Each may adjust the settings of speed and height of pitch at their discretion before the game, and keep it the same throughout to save on time. Please remember there is a time limit.
- 10 “strike” pitches per batter to either put the ball in play or strike out swinging. If neither occur after the 10 pitches the batter will be called out on strikes. Coaches, please tell batter when they are getting near the last pitches.
- If batted ball hits machine or coach, it is an automatic base hit, and all runners advance one base and ball is dead.
- Runners cannot intentionally run into players to avoid being out.
- Coaches are responsible for having players on and off the field in a timely manner between innings.
- All equipment must be kept inside the dugout.
- All players must slide at home plate if a play is being made. If the runner does not slide as the catcher is trying to catch the ball or apply the tag, then the runner will be called out.
- Free substitutions on defense. Keep these to inning changes. Batting order must remain unchanged.
- Ten players may be allowed on defense.
- Catchers must wear protective gear.
- No play will consist of more than ONE “overthrow”, and runners are allowed to advance one base. All circumstances a runner may only go one base.
- An inning is determined by 3 defensive outs or all players have an at bat. If the last batter is up with less than 2 outs then the out may be made on any player. The inning ends at that time. Any runs scored prior to that out, unless a force at a base will count.
- All final decisions and calls are at the discretion of the Umpire.
- Tiebreakers: 1). Head to head 2). Run Differential 3). Runs Allowed 4). Runs Scored