



CALVARY LEAGUE BASEBALL
Calvary League - Coach Pitch 5-6 year old Rules

1. Game time will be 50 minutes or 4 innings, whichever comes first. Coaches should keep in mind the timing of subsequent games on their field and ensure timely completion of their game.
2. Each batter will be given three pitches/chances to hit the ball then the tee must be used. Coach will pitch over handed. For Coach pitch, it is encouraged to pitch overhand close to the pitching mound (kneeling position optional), but flexibility is allowed for underhand or moving closer to the batter based upon special circumstances. A catcher position **MUST** be occupied by an adult.
3. First team listed on the schedule is the home team.
4. Base distance will be 45 feet.
5. **Two defensive coaches will be allowed on the field.**
6. Three offensive coaches are allowed: two base coaches and one helping the batter.
7. **Ten Players will be allowed on the field for defense. one pitcher, one catcher(off to side) four infielders, and four outfielders will be used. Positions will be painted on the field to assist coaches and players on where they need to play defensively.**
8. All other players will rotate in the game (positions will be marked on the field by a painted X).
9. Defensive players must not play in the baselines, or interfere with the base runners ability to go to their next base.

10. **The offensive team will bat until the entire team bats or 3 outs occurs...whichever happens first. Runners who are “out” will not continue to run the bases. Number of runs will not be kept. It is the coach’s responsibility to keep up with the order and inform the other team when the last batter is up. If a team does not bat around in an inning.....the players that did not bat must be placed to bat first in the next inning. (For Ex: if you have 13 players and were able to bat 10 players before 3 outs were recorded...then the 3 players who did not bat must bat first at the beginning of the next inning to ensure everyone has the opportunity to bat equal number of times.) This rule will apply for the first two innings of the game....in the remaining 1-2 innings teams will bat until each player has batted regardless of number of outs.**
11. There will be no strikeouts. The batter must hit a fair ball, which is any ball hit inside the foul lines and beyond the designated arc.
12. Any player who slings his or her bat will be warned the first time; the next time he or she will be called out.
13. Base runners cannot leave their base until the ball is hit. No leading off.
14. When a hit does not leave the infield, the play will be considered dead upon the defensive team getting the ball into the pitcher’s circle or when a play is stopped upon a force out. When a hit reaches the outfield, the play will be considered a dead ball as soon as the ball reaches the infield (does not have to be in the circle). As soon as a dead ball occurs, base runners will be required to go to the closest base....if they had already passed the halfway mark when the dead ball occurred then they can continue to the next base...otherwise they will have to return to the previous base. Only one base is allowed on any overthrow.
15. Helmets will **be required** and are not provided. Players who bring their own helmet, may wear it.
16. The last batter continues to run the base until a defensive player takes the ball and touches home plate. At that time the play stops, and they change out in the field and batting.
17. For safety reasons, no on-deck batters are allowed. Players will remain on their bench until their turn to hit.