

# McKinney Little League Coach Pitch Rules

- 1) Games are 1 hour or 6 innings (whichever comes first).
- 2) Up to 5 runs per half inning can be scored for innings 1-5. An unlimited amount of runs can be scored in the 6<sup>th</sup> inning.
- 3) Up to 10 players in the field on defense to include: pitcher/fielder, catcher, 1B, 2B, SS, 3B, LF, LCF, RCF, RF.
- 4) The coach pitches from 30-40 feet. Pitches must be thrown “overhand”. OK for the coach to kneel when delivering the pitch. If the pitcher is hit by a batted ball, the ball is a dead and the batter/runner is awarded one base, all other runners must be forced to the next base.
- 5) Up to 6 pitches per batter until the ball is put into play or the batter is out on strikes. \*\* If the batter fouls off the 6<sup>th</sup> pitch, subsequent pitches will be thrown until the batter; swings and misses, does not swing, or puts the ball into play.
- 6) Play is stopped once the infielder has control of the ball. Should the infielder receive a thrown ball and subsequently try to make a play by throwing to another base or running down a base runner, the ball is NOT deemed “in control” and the play continues.
- 7) One base on an overthrow into foul territory. If the ball is thrown into the outfield or infield in fair territory, the runner may advance at his own peril until the ball is controlled by an infielder.
- 8) If the base runner is deemed to have traveled more than half way between bases when the infielder has control of the ball, he may advance to closest base at his own peril.
- 9) Umpire has final say as per his judgment.

**HAVE FUN !!!!**