



Germantown Baseball League RECREATIONAL COACH PITCH BASEBALL RULES

This document is an addendum to the general Germantown Baseball League Rules. Rules contained herein override any corresponding rule from that document.

GENERAL RULES OF PLAY: BATTING ORDER, PLAYING TIME, ETC.

A maximum of six players (including pitcher and catcher) may be in the infield on defense, and the maximum of five outfielders must be positioned on the outfield grass and a minimum of thirty feet behind the base paths. The infielders must remain behind the base paths until the ball is hit. The pitcher infielder must remain farther away from home plate than the coach/pitcher until the ball is hit.

Bunting or half swings intended to restrict the flight of the ball are not allowed. The infield fly rule is not used in this league.

OFFICIAL GAME, RAIN, SCORING, ETC.

In each of the first four (4) innings, both the visiting and home team will be allowed to score the maximum of five (5) runs per inning before three (3) outs have been made. For the fifth (5th) and subsequent innings, the visiting and home team will be allowed to score the maximum of ten (10) runs per inning before three (3) outs have been made.

If at the completion of three and one half innings, the home team is ahead by twelve (12) or more runs, or after four (4) complete the innings the visiting team is ahead by twelve or more runs; the slaughter rule is in effect, and the game is officially recorded as a complete game. The slaughter rule will also take effect any time a team is mathematically eliminated from the possibility of winning due to run limitations. The official scorer is responsible for recording the runs scored per inning for both the visiting and home team. The scorer will notify the plate umpire when the maximum number of runs has been scored in an inning.

PITCHING

A dead ball circle will be provided around the pitching rubber. The coach uses this dead ball area to stop play and to initiate pitches. In the event that a circle is not provided, the umpire will designate an imaginary dead ball area.

A coach pitcher must pitch from inside the dead ball circle. His entire body must be inside the circle until the ball is released. Once the ball is hit, the coach pitcher must move into foul territory and out of the way of the play. If this coach pitcher is hit with the ball directly from the bat, the play is "dead" and base runners must return to their base, while the pitch is replayed. If a pitcher or any coach intentionally interferes or catches a batter ball, interference will be ruled and the batter called out. In this case, runners would also return to their base.



Batters will receive a maximum of seven (7) pitches. On the seventh pitch, the batter will be declared out if the bat is swung or not, unless it is hit into fair play. If the ball is hit into foul territory on the seventh pitch, the batter will be allowed one additional pitch. This is the final pitch and the batter will be declared out if the pitch is not hit into fair territory.

BASERUNNING and FIELDING

No leading off or stealing will be allowed. Runners can only advance on hit balls. On an overthrow to first base after a hit ball, a runner may only advance one additional base at his or her own risk, regardless of the subsequent action on the overthrow. This means that a batter on a hit and overthrow to first, may only proceed to second base at their own risk. Likewise, a runner starting on first base could only advance to a maximum of third base on a hit ball and overthrow to first baseman. Other overthrows are live balls and runners proceed at their own risk.

On a throw by a fielder that goes out of over a foul line fence or into a dugout, runners will be awarded one base in addition to the base that they were advancing.

Play is considered terminated and the ball dead when any defensive player possesses or controls the ball inside the dead ball circle. (Exception: If a batted ball is hit directly into the dead ball circle and fielded, the defensive player may elect to attempt to make a play on the batter or runners.) Once the play is dead in the circle, runners must return to their last base, unless they are more than halfway to the next base. This is a judgment call by the umpires and is final. Once any defensive player has possession in the dead ball circle as noted above, play is stopped and cannot be re-initiated.

Any base runner that intentionally collides with malicious intent into a defensive player shall be ejected from the game. The runner may also be called out if the defensive player was in possession of the ball or in the process of making a play on the runner. Malicious intent is defined as purposely attempting to take out a defensive player or prevent him from making a play. Any player simply running the bases or making a legitimate attempt to slide into a base will not be considered to be having malicious intent. While sliding is not mandatory, any player not sliding and making contact with a fielder is risking ejection if such is warranted in the umpire's opinion. This is a judgment call by the umpire.

Any fielder who contributes to a collision by obstructing a base line or attempting to block a base without possession of the ball could also be ejected for malicious intent. A fielder may not block any base or base path while not in possession of the ball. The runner will be awarded the base due to obstruction anytime that he is prevented from reaching the base due to contact with a fielder that is not in possession of the ball. Once in possession of the ball, the fielder may block the base in any way that they see fit to prevent the runner from getting to the base (provided there is no malicious intent.)