Purit★s BASEBALL

2027 COACH PITCH RULES

PRE-GAME:

- Ground Rules - The umpire will go over the ground rules with the managers prior to the game.
- Managers should exchange lineups at least 10 minutes prior to the start of the game.
- Pre-game warmups will take place in the outfield and in the foul-ball area of the infield. For the 7:15pm games, there will not be much time for warm-ups on the field, so try to have your team warmup in the open areas next to the fields, when possible.
- For 7:15pm games, managers should be prepared to take the bench and be ready for the pre-game conference with the umpire shortly after the 6:00pm game has ended.
- Players must be in the required uniform to be eligible to play, unless given permission by a league representative. Required uniform is: team jersey, team hat, team socks and solid gray pants.
- There is a 10-minute grace period from the scheduled start of the game if a team is short of players.
- The home team is the official scorer. Scorekeepers from each team should communicate with each other after each half inning to avoid any discrepancies. If there is a discrepancy, ask the home plate umpire to stop the game until it is resolved. If it is unable to be resolved, the home team's scorebook will be considered official.
- Teams are permitted to play with 8 players. If a team has only eight players at game time, the game will begin. No automatic out for the ninth position in the batting order. If a ninth player (or more) arrives after the start of the game, simply insert them into the bottom of the order and continue play as normal.

GAME-PLAY:

- Base distance for Coach Pitch is 65'. The middle of the pitching circle is marked at around 35-40'. The circle circumference will roughly be 16'. The pitcher must have at least one foot inside the circle at the time of the pitch and stay in the circle after a batted ball. The coach inside the circle is not permitted to coach runners during a live ball.
- A regulation game will have a maximum of 5 innings, and will have a 1-hour time limit.
- The umpire shall inform both teams of the official start time of the game.
- If a regulation game is tied after 5 innings, and the game is under the time limit, the game will go to extra innings until there is a winner, or the time limit is reached, whichever occurs first.
- If a regulation or official game ends in a tie, a tie game will be considered the official result.
- An official game is a game that has been called due to weather or darkness and has gone at least three innings (2 ½ if the home team is winning). An official game that has been called in the middle of the inning must revert back to the last completed inning for the official result, unless the home team took the lead in the current inning. Both teams must have batted the same number of innings.
- **There are no mercy rules in Coach Pitch, play the full 1-hour game regardless of score.**
- Teams will play with a continuous batting order (all eligible players must be in the lineup).

- A player arriving after the start of the game must be added to the bottom of the batting order.
- Each player must play at least 2 innings in the field (this doesn't apply to games less than 4 innings).
- If a player is injured, becomes ill, **or for any other reason needs to leave the game**, his place in the batting order will be skipped, without penalty (no automatic out). The player will be permitted to return to his original place in the batting order at any time.
- Should a team try to take advantage of the previous rule, in the league's opinion, the Head Coach of that team will face a suspension and possible removal from the league.
- Teams will play with 11 players defensively, when possible. 6 infielders (3B, SS, MIF, 2B, 1B, and P) and 5 outfielders (LF, LCF, CF, RCF, RF). The Middle Infielder (MIF) is to be positioned directly behind second base, but should be on the infield dirt and not in the outfield grass.
- The batter will have 5 pitches to hit a fair ball. Failure to do so will result in the batter being out.**Should a player foul off the 5th pitch only, they will earn 1 additional pitch.
- There will be halfway lines in the base paths. If the runner is past the halfway line when the ball **enters the circle,** the umpire will award the runner the next base. If the runner is behind the line, the umpire will send the runner back to the previous base.
- **Teams can score a maximum of 6 runs per inning or until three outs are recorded.**
- There is a maximum of 12 runs allowed in the 5th inning (or until 3 outs are recorded).
- **NO STEALS.** Runners are not permitted to lead off and are not permitted to leave a base until the ball crosses the plate.

  Penalty: 1st time - team warning, after that - immediate dead ball / runner out.
- The "infield fly" rule is not in effect during Coach Pitch games.
- **Bat Rule for Coach Pitch:** Barrel width limit is 2 3/4" max. Bats must carry the "USSSA 1.15 BPF" logo or the "USA Baseball" logo. Bats approved by USA Baseball will not have 1.15 BPF logo since they are already manufactured as a reduced injury bat. There is no limit on the length/weight ratio.
- There is no "slide or give up" rule. However, if, in the judgment of the umpire, there is malicious contact by the runner, the runner is out. If the umpire feels the contact was flagrant, the runner may be ejected from the game.

STANDINGS/SCORE REPORTING

- Standings will be kept by the following point system:

  Win…….5 points
  Tie……...2 points
  Loss……1 point
  Forfeit….-3 points

- The winning team is responsible for entering the score on the clipboard in front of the league office. In the event of a tie, the home team is required to post the score. Scores must be registered immediately following the game. Failure to do so could result in no points being awarded to the team responsible for reporting the score. **Scores can also be texted to 216-402-5525 within 2 hours of the game ending. Please be sure to include team names and division when submitting scores.**
- Protests - If a manager wants to place a protest due to an umpire not properly applying Puritas Rules, the manager must do so prior to the next pitch. They must immediately notify the home plate umpire and the official Puritas Rules must be checked to verify correct ruling has been made. Protests of an umpire's judgment regarding balls, strikes, outs, or fair/foul balls, are **never** allowed to be protested.