



2025 Coach-Pitch Supplemental Rules / Reference

I. Field Dimensions

A. Distance between bases shall be 50 feet.

1. Lines will be drawn at the halfway point between first and second, second and third, and third and home for the purpose of baserunner advancement.

B. A circle with a radius of 10 feet shall be drawn around home plate with the center being the rear point of home plate.

1. Any batted ball that remains inside this circle shall be considered a foul ball.
2. Any batted ball that hits outside this circle and rolls back into the circle without first being touched by a defensive player shall be considered a foul ball.

C. A circle with a radius of 6 feet shall be drawn around the pitching mound with the center being 38 feet from the rear point of home plate.

D. An arc designating the outfield area will be drawn 50 feet from the center of the pitcher's mound.

E. If outfield fences are present, they shall be 115 – 125 feet from home plate.

F. The tee shall be placed in front of home plate to teach proper contact with relation to home plate.

II. Game Play

A. A regulation game consists of four innings or 90 minutes after the official start time of the game (whatever comes first).

1. Exception: If innings are proceeding too quickly, coaches may agree to play additional innings within the 90 minutes to allow for more baseball.

B. A coin flip will determine the home team.

- C. Each half-inning ends when three outs are executed by the defense, or the entire batting order has batted for the offense.
 - 1. Exception: During the first 6 games of the season, coaches may agree to allow the entire lineup to bat in order to provide more at-bats for the players. In this instance, after 3 outs are recorded in the inning, the bases will be cleared, and the defense should play as if it were a new inning.

- D. We always want to emphasize having fun and fundamental skill development. At this age we will also be introducing scorekeeping because it is a fundamental part of the game. We expect our coaches to use this time to teach good sportsmanship. Part of baseball is keeping a good attitude both when winning and when losing. All teams will make the playoffs, so there should be no pressure on these games.

- E. Games will conclude with both teams lining up along the first and third baselines and meeting at home plate to shake hands to exemplify good sportsmanship.

III. Player Participation

A. Fielding

- 1. Each team will field 9 players (4 outfielders, no catcher). The offensive coach-catcher should make any defensive plays at home plate as needed to the best of his / her ability.

- 2. Players will be rotated from the infield to outfield each inning, so that players do not play consecutive innings in the outfield. An effort should be made to not have players play the same position twice in any game (barring legitimate player-safety concerns) during the regular season. During the playoffs, players may play the same position more than once, but the infield / outfield rotation must remain in effect.

- 3. No player may sit out for two consecutive innings.

- 4. All players must sit once before any player sits twice.

- 5. Defensive positioning should be traditional (pitcher not in front of the mound, corner infielders at standard depth).

- 6. Players should be taught to play their positions and to only field balls in their defensive area.

- 7. Players should be taught that the base belongs to the runner.

8. Players should be taught to play defensively out of the basepaths to avoid collisions.
9. Infield fly rule is not in effect.
10. Outfielders must be positioned behind the outfield designation arc. Balls thrown into the infield must land inside that line in order for play to stop.
11. Players running the ball in from the outfield is not permitted. Players must be taught to throw the ball back into the infield from the outfield.
 - a) In the rare event that an outfielder makes a play on a ball hit to the shallow outfield, and the momentum of the play takes the outfielder into the infield, the fielder may step on a base for a force out or tag a passing baserunner for a tag out.
 - b) This clarification has been added to avoid a situation where we are telling a young player that they need to throw a ball to make an out that they should clearly make themselves. (Example: a Centerfielder fields a ball right behind second base, with a runner moving from first to second. If there is no momentum toward the bag, we should be teaching the players to throw or flip this ball to a Second Baseman covering the bag. If there is no player covering second base, it is more important to be teaching proper defensive positioning than it is to teach the Centerfielder to scramble to get the out at second base. In the event that the Centerfielder is running in toward second base in order to field the ball, and his momentum naturally takes him to the base, we would not want to teach that he may not simply step on the base to make the out.

B. Batting

1. The batting order shall be made up of every player that comes to the game. Players will bat in this order regardless of defensive alignments in any given inning.
 - a) Players that arrive after the lineup has been exchanged (regardless of the inning) will be added to the end of the batting order.
2. If a player becomes ill or must leave the game site after the start of the game, the team will skip over that player when his / her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
3. If the two teams have a different number of players, the team with the lesser number of players will continue to bat until they have batted the same number of players as the number batting for the opposing team.

4. In the event of different numbers as mentioned above, or if three outs are recorded prior to completing the batting order, the batting order will continue in the next inning with the next batter scheduled in the lineup (as opposed to returning to the top of the lineup).
5. Bats should not be handled, except for when the player is at-bat.
6. No intentional bunting shall be allowed. An intentional bunt will be called an out. A player must take a natural swing.
7. Any time the batter throws or drags the bat so that it comes to rest completely outside the 10 foot radius circle, the batter shall be called out, and any runners will return to the bases they occupied at the start of the play. This applies even if the ball is hit foul, or is missed completely.
8. In the event a batter has received six pitches and will be hitting from the tee, any ball put into play that does not result in an out will only produce a single, and existing base runners may only advance one base.

C. Base Running

1. There is no leading off any base. The runner may not leave until the ball is hit. If a baserunner leaves early he must tag up before he can advance, even if the ball is hit on the ground.
2. There is no base stealing.
3. Once a fielded ball is returned to the infield runners may not continue to advance.
4. A base runner may advance only one base at their own risk on an overthrow at first or second base that does not go out of play. Runners may not advance to home unless they are forced by a hit ball, or if a fielder attempts to make a play on a runner at third.
5. Baserunners will be awarded the next base provided they are at least half-way to that base when the thrown ball lands in the infield.
 - a) In the event of a conflict, base assignment will be determined by the advancement of the lead runner.
 - (a) Example: runner on first, batter hits to outfield. Runner on first pauses, then tries to advance past second to third, but does not pass half-way, but batter does advance past half-way to second: lead runner returns to second, batter returns to first.

(b) Example 2: same scenario as above, but lead runner passes half-way to third, but batter does not pass half-way to second: lead runner stays at third, batter stays at first.

6. When the tee is in use during an at-bat all baserunners may only advance one base.
7. There is no sliding permitted into any base for any reason.

D. Pitching

1. Coaches will pitch over-hand from pitching rubber 38 feet from home plate.
2. Coaches may pitch from one knee.
3. Coaches should pitch with a “wind-up” motion to properly teach hitters to see pitches.
4. There are no walks or strikeouts.
5. Each batter shall receive 6 pitched balls from their coach.
6. If, after the 6th pitched ball, the batter has not successfully put a ball into play, the batter must use a tee.

E. Coaching

1. Coaches must have submitted the League Volunteer Form and be appointed by the board.
2. Four offensive coaches may be present on the field: the pitcher, catcher, first base coach, third base coach. Base coaches may not be players.
3. One coach for the defensive team is allowed in the outfield during their team’s first 5 scheduled games. From the 6th game onward, defensive coaches must remain in the dugout area while the ball is in play.
4. There shall be no physical coach involvement with gameplay or with the players during gameplay. Any runner who is physically contacted by a base coach will be called out.
5. The assistance of team parents for the purposes of control and organization on the bench is encouraged.
6. Managers are responsible for their team, their bench, and their parents / spectators.

- a) Unruly spectators must be addressed (and removed if necessary) for the game to continue.
- b) Trash and unclaimed items must be removed from the bench area following each game.

F. Umpires (If applicable)

1. Regular season games will be umpired by the managers and coaches.
 - a) It cannot be understated that it is of critical importance that the players witness and learn good sportsmanship from their coaches.
2. West Islip Little League has a zero-tolerance policy regarding our youth umpires.
 - a) Any arguments with or disrespect of youth umpires will be cause for suspension.
 - (1) Manager is responsible for the behavior of spectators.
3. Managers shall confer with umpires at home plate only unless otherwise directed by umpire.

G. Playoffs

1. Games will be officiated by managers and coaches from the other teams in the division. Conflicts of interest will be avoided as best as possible.
2. Decisions related to the advancement of runners will be made by the umpires.
3. Scoring will be kept.
 - a) Scores should be confirmed by both managers at the end of each half-inning.

Reminders:

- If a batted ball hits a baserunner, the runner is out.
- Coaches may not physically contact baserunners while in play. In this occurrence, the runner is out.
- If a baserunner passes another baserunner, the trailing runner is out.

- Our purposes in wanting to coach are: because we love our kids, love baseball, and want to teach it properly. The rules listed here are to facilitate these goals. Any deliberate intent to manipulate rules in a way that is counterproductive to the good of the instruction of the sport should not be considered and will not be tolerated. For example: instructing outfielders to “spike” the baseball over the outfield line to prevent runners from advancing, as opposed to teaching them to throw to a cutoff man or to a base to make a play.

- We tried to cover as many common areas of question as possible. If additional questions arise, please allow the proper teaching of the game to guide you as you make decisions interpreting our rules.