

- Coaches cannot touch the runners during a live ball. First time will be a warning to that team next time any coach touches a runner during a live ball that runner will be called out.
- No stealing bases and no lead offs.
- Every offensive player must wear a helmet when batting or running the bases.
- There can be a hitting/pitching coach, a 1st base, and 3rd base coach on the field during offensive play.
- Coach-Pitcher must pitch the ball overhanded.
- Batted ball hits the pitcher coach it is a dead ball / no pitch.
- No bunting. If umpire feels the batter purposely bunted it will be called a dead ball and counted as a strike.

Defense:

- The pitcher must have one foot inside of the pitcher's circle behind the pitcher's plate with a helmet with a face guard or a face guard on when the ball is pitched. Violation of this rule will result in the offensive team to accept the play or re-bat.
- All outfielders must have both feet in the grass at time the ball is hit.
- One coach allowed on the field behind 2nd base.
- No more than 6 players in the infield, including the catcher.
- No defensive player shall be stationed in a baseline. If interference occurs, all runners will advance one base plus the base they are advancing to.
- No underhand rolling or intentional grounding of the ball is allowed. If this occurs the ball is dead and the runner advances to the base, they are running to plus one base. A short distance (flip throw) to a base player is allowed.
- Pitcher must wear helmet with a face guard or a face guard.
- Catcher must wear full gear in the squatting position.
- To stop the play, you must stop the lead runner.

COACH PITCH BASEBALL

Coach Pitch Baseball Rules (Boys aged 7-8)

- Games will last 6 innings or 75 minutes whichever comes first.
 - Games can end in a tie.
 - Run rules
 - 15 runs after 3 innings
 - 10 runs after 4 innings
 - 8 runs after 5 innings
 - 3 outs or 7 runs end an inning.
 - To stop the play, you must stop the lead runner.
 - Coach pitcher must be behind the 20 ft. line from home plate.
 - Each team shall turn in a lineup 10 min. prior to the game.
 - Umpires have the final decision on all plays.
 - Appeals must be made at the time of the call.
 - Appeals can only be made by the head coach.
 - Assistants will not question any calls that occur during the game.
 - Head coach is responsible for his/her team and needs to make sure that his/her players and assistant coaches always show good sportsmanship. Teams failing to show good sportsmanship will result in an out for the team at current/next at bat, at umpires' discretion.
 - Teams may play with a minimum of 8 players or have approval of both coaches. Players may enter the games late and will be added to the bottom of the lineup.
 - Teams must take the field in a timely manner. Delays in the games can result in an out called or if it is defensive team, it will be enforced at teams next bat, at umpires' discretion.
 - When the game is over, game balls should be turned back into the umpire.
 - Coaches of the early games must get the equipment bags from the top concession stand, and coaches of the late game must return the equipment bags to the top concession stand.
 - The last team at the field should turn the field lights off. On the top fields, check with concessions before turning off field lights.
 - NSA Rule 3 Section 6: Catcher Equipment: It is mandatory for the catcher to wear full catcher gear- catcher's helmet, chest protector, and shin guards.
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Offense:

- All players in attendance must bat.
- If a player cannot finish an at bat that player is out. If his next at bat comes and still cannot bat there will be no penalty, his at bat will be skipped. If a player becomes ill or injured before his at bat, then that at bat can be skipped with no penalty.
- Players get 6 pitches from the coach and if the 6th pitch is fouled, they continue to bat until they miss the pitch or do not swing.
- Throwing the bat is a warning, second time is an out. This is per player during each game.