

### **A/AA First Year Coach Pitch – combined in 2025**

- 1 hour and 15 minutes or 5 innings
- No new inning 10 minutes before end time
- All players play, 6 infielders
- Outfielders play 30' behind infielders
- Ball is dead when it hits the infield or is secured by an infielder; the baserunner may advance to next base if they are beyond the mid-point once the ball hits the dirt. All baserunners must return to their previous base once the ball hits the dirt if they have not reached the mid-point.
- Batted balls that hit a coach are considered dead and are replayed
- With the 9<sup>th</sup> batter of the inning, play is killed at home plate or 3<sup>rd</sup> out is made
- No advancement on overthrows
- 2 coaches allowed in the OF
- No coaches allowed in the IF
- No walks, HBP, or strike outs
- Each hitter receives 6 pitches from their coach
- If they cannot put the ball in play after the 6<sup>th</sup> pitch, the tee will be used
- The coach may pitch from their knee provided their knee is inside the circle. Coaches can pitch from the front of the circle
- Must pitch overhand
- Because we are combining A/AA this year we will allow a coach to start a kid from the Tee if they deem the player is not ready to hit from the coach. Our hope is that by the end of the year all kids will be hitting off their coach.
- No new inning will start if a team is ahead by 20 runs after 4 innings, or 15 runs after 5 innings

### **AAA 2<sup>nd</sup> Year Coach Pitch**

- 1 hour and 15 minutes or 5 innings
- No new inning 10 minutes before end time
- All players play, 6 infielders
- Outfielders play 30' behind infielders
- Ball is dead when it hits the infield or is secured by an infielder; the baserunner may advance to next base if they are beyond the mid-point once the ball hits the dirt. All baserunners must return to their previous base once the ball hits the dirt if they have not reached the mid-point.
- Batted balls that hit a coach are considered dead and are replayed
- With the 9<sup>th</sup> batter of the inning, play is killed at home plate or 3<sup>rd</sup> out is made
- No advancement on overthrows
- No coaches allowed in the OF
- No coaches allowed in the IF
- No walks, HBP
- Strikeouts count, only on the 6<sup>th</sup> pitch
- Each hitter receives 6 pitches from their coach
- If they cannot put the ball in play after the 6<sup>th</sup> pitch, the hitter is out
- If the ball is fouled off on the 6<sup>th</sup> pitch, hitter continues to bat
- The coach may pitch from their knee provided their knee is inside the circle. Coaches can pitch from the front of the circle

- Must pitch overhand
- No new inning will start if a team is ahead by 20 runs after 4 innings, or 15 runs after 5 innings

### **AAAA Modified Kid Pitch**

- 1 hour and 30 minutes or 6 innings
- No new inning 10 minutes before end time
- All players play, 6 infielders
- Outfielders play 30' behind infielders
- Ball is dead once secured by an infielder
- Batted balls that hit a coach are considered dead and are replayed
- With the 9<sup>th</sup> batter of the inning, play is killed at home plate or 3<sup>rd</sup> out is made
- No advancement on overthrows from the IF
- Runners may advance on overthrows from the OF
- No coaches allowed in the OF
- No walks or balks
- HBP count
- Strikeouts count
- Pitcher will throw 6 pitches. If hitter fouls off 6<sup>th</sup> pitch, pitcher will throw another pitch.
- After the 6<sup>th</sup> pitch, a coach will step in and throw 2 pitches
- Hitter is out if the ball is not put in play after the 2<sup>nd</sup> pitch
- Hitter will continue to hit if they foul off the 2<sup>nd</sup> pitch
- The coach may pitch from their knee provided their knee is on the pitching rubber. Coaches may not pitch from the front of the circle
- Must pitch overhand
- No new inning will start if a team is ahead by 20 runs after 4 innings, or 15 runs after 5 innings