

TWIN RIVERS LEAGUE 2025 RULES

Grades 1 & 2 COACH PITCH – GIRLS

1. While the adult pitcher is on the field, **he may communicate with the batter up until the time of the pitch, at that point the pitcher must remain silent until the play is over. Pitcher must pitch from 35' pitching rubber.**
2. The umpire will give the pitcher one warning per game for violation of rule #1. All subsequent violations of rule #1 will result in an out being assessed to that team and does not count towards current batter.
3. If the adult pitcher interferes or contacts a player trying to make a play, it will be offensive interference.
4. Pitcher's mound shall be 35' from the home plate and bases shall be 60' apart.
5. Teams are allowed only 6 infielders, and any outfielder must start at least 10 feet behind the baseline and bases until the ball is hit.
6. A team shall be allowed no more than (7) seven runs in one inning. **An 8 run lead at the end of 4 or more innings shall constitute a complete game.**
7. Pitching will be done by a person (14 years or older) according to the following guidelines:
 - a) Any person - coach, manager, parent, etc. - will pitch to his team.
 - b) If a thrown ball touches the person pitching, the ball remains in play. Any hit ball making contact with the person pitching will be a dead ball. Dead ball, no pitch.
 - c) For defensive purposes, a boy will play at the pitcher's position **directly** to the left or the right side of the rubber with **both feet inside the chalked circle**. He will receive all return throws from the catcher as well as throws from other players. *The ball becomes dead when the pitcher has control of the ball within 8' of the pitching rubber with two feet. The umpire will then call time. (also see #8 on dead ball)*
 - d) Each batter receives no more than 7 pitches. If he has not made contact with the ball or has not struck out after the 7-pitch limit, he is automatically out.
 - e) No walks will be allowed.
 - f) Only swinging strikes will be called, foul balls count up to 2 strikes. On strike three, batter is out.
 - g) If a pitched ball hits a batter, the ball is dead, and no walk is allowed.
8. **Any ball overthrown to a base or the player pitcher at the circle will allow all baserunners to advance only 1 base, at their own risk. Umpire will hold up 1 finger to indicate. Play becomes dead and umpire will call time after the 1 base advancement even if another overthrow occurs at next base or back to the player pitcher.**
9. A game will consist of 5 complete innings or 1 hour and 15 minutes, except in the case of weather. Three innings shall constitute a game in this case and the score will revert to the last complete inning.
10. Each player must play at least three outs or 1 full inning in the field unless the game is shortened by weather or the run rule.
11. A team may start the game with a minimum of seven (7) players and no outs will be assessed and cannot field more than 10 players, if a 10th fielder is used, they must play in the outfield. If a player must leave a game causing the team to have less than 7 players, NO outs will be assessed. A team may finish a game with less than 7 players without being assessed an out.
12. Teams can take 1 out maximum at the bottom of the lineup if they are still short 1 player. Example: CP Boys 6 players +1 out. If teams are short beyond the CP boys 6 players, it will be a forfeit.
13. Free substitution can be used. All players reporting in time for the game must bat in rotation. Any player coming to the game late may be added to the bottom of the line-up at the time he gets there, no penalty.
14. Infield fly rule does not apply.
15. Base runners cannot leave the base until the ball is hit or they are out. Rule applies only on a hit ball.
16. Base runners can advance only when the ball is hit into play. In the event of an overthrow into foul territory, a runner may advance at his own risk. See rule #8. No base stealing will be allowed.
17. If the base runner is beyond halfway when the ball is returned to the pitcher and 'time' called, he will be allowed the base. Otherwise, he will return to the base he just left.
18. If the catcher drops the ball on the third strike, the batter is still out.
19. There will be one warning per team per game for throwing the bat. A second warning per team will constitute an automatic out.
20. Coaches must stay inside the dugout, see general rules for exceptions. Coaches will be warned. (See Code)

For a complete list of rules see Twin River's General Rules & NBC rulebook. Please refrain from complaining to the umpires.