

HATTIESBURG DIXIE YOUTH BASEBALL
COACH PITCH-5&6 YEAR OLD
MIDGET LEAGUE RULES
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Refer to the Pee wee rules for situation not specifically addressed in the Midget rules.

1. Coaches--Six (No more/No less)
2. Balls--"RIF 1" will be the baseball used
3. Infield-fly rule--Not to be used
4. Twenty-five (25) run rule at four innings or after will be in effect
5. Coach-Pitcher will pitch from a distance of no less than 20 feet with an overhand or underhand toss. An offensive coach is allowed at each base including second base but not at home plate. No defensive coaches are allowed in the infield during play. Defensive coaches on the field must remain in the outfield grass or 10 feet behind the offensive base coach. Defensive coaches not on the playing field may coach from their dugout area only.
6. Batting order--Consecutive batting order with an inning consisting of 3 outs or 8 runs except the 6th inning. The 6th inning teams shall bat until 3 outs are recorded. There is no 8 run rule in the 6th inning only. Extra innings will consist of 3 outs or 8 runs.
7. Defense--12 players with 5 infielders, 2 pitchers, 1 catcher, and 4 outfielders (outfielders must stay in the outfield grass until the ball is hit)
8. Catcher--Each team must have a catcher in full gear – a protective cup is not required. Regular fielding gloves are allowed. Catchers may squat or stand behind or slightly off to one side but must remain in the catcher's box. A coach shall assist positioning the catcher and returning the ball to the pitcher.
9. Length of game--Six (6) innings or one hour and fifteen minute time limit (Whichever comes first--scorekeeper will keep the time). Home team will always be allowed to bat when trailing. Even if they can not catch-up.
10. Number of pitches--Coach will pitch up to seven (7) pitches to each batter. After seven (7) pitches, if the batter has not put the ball into play, the batter is out. Foul tip or foul ball on the seventh pitch, the batter is out.
11. Free substitution--No player is to sit out more than one consecutive inning at a time.
12. Stopping play—Play shall be stopped when the ball is thrown back to the coach pitcher at the mound. Play shall be stopped if the ball was thrown into the infield and in the umpires opinion the player throwing the ball was attempting to throw the ball to the coach pitcher. Coaches should make every effort to catch the ball in the infield. Coach pitchers shall be removed from the mound after a warning for not attempting to catch the ball. They may coach a base. Runners are not allowed to advance, except in the umpire's judgement, if the runner is halfway to the next base, he or she is allowed to advance at their own risk. If he or she is not

halfway, they will have to return to the previous base.

13. Eight Run Rule-- A team may bat until they score 8 runs or the defense records three outs. An inning is over when a team scores 8 runs or records 3 outs except in the 6th inning. In the 6th inning teams shall bat until 3 outs are recorded. Only in the 6th inning is there no 8 run rule. Extra innings will consist of 3 outs or 8 runs.
14. Batters must wear batting helmets with face guards and chin straps. All players not inside the dugout must have on a helmet.
15. The players fielding the pitching positions shall, in the interest of safety, stand at the regulation 46 feet mound with at least one foot in contact with the regulation 46 feet mound.
16. No base stealing – Base runners must stay on base until the ball is hit.
17. A coach or parent must be in the dugout at all times to supervise players.
18. No glass containers are allowed in the facility.
19. Lineups must be turned into the scorekeeper 15 minutes prior to game time. A game shall be a forfeit if a team cannot field 8 players within 15 minutes after the scheduled game time.
20. A game shall be a forfeit if a team cannot field 8 players within 15 minutes of the scheduled game time.