

SOPRO 5/6u Coach Pitch Rules

Game Play & Batting

- **Pitching Format:** Batters get 5 opportunities to put the ball in play. Each player will receive 3 pitches from their coach. If they do not put the ball in play after three pitches, they will have the “option” for two attempts off the tee for their last two attempts **OR** continue with two more pitches from their coach. A player is ruled out if they do not put the ball successfully in play in these 5 attempts. **Any ball not hit past the 8’ safety arc is not considered to be “in play”.**
- **Batting Lineup:** Teams will bat ALL PLAYERS on their roster
- **No Stealing or Bunting:** Stealing bases, leading off, and bunting are strictly prohibited. Base runners cannot advance until the ball is hit.
- **Overthrows:** To encourage development, runners are only allowed to advance one base on an overthrow to a base.

Defense

- **10-Player Fielding:** Teams put 10 players on the field at a time—6 infielders (including pitcher and catcher) and 4 outfielders.
- **Outfield Placement:** Outfielders must start in the outfield grass until the ball is hit.
- **Play is Dead:** Play stops when a defensive player possesses the ball in the infield (as defined by inside the bases) umpires will call “Time” (**You do not have to be in front of the lead runner**) Runners will be allowed to advance to the base they were advancing to at the time of the TIME OUT provided they were fully engaged in advancing prior to the time out.

Game Structure & Scoring

- **Inning Limits:** Each team will bat **6 batters (or three outs)** whichever comes 1st. An inning is completed after three outs or after the sixth batter has completed the at bat.
- **Time Limits:** 5/6u Games are limited to **65 minutes** or **6 innings**
- **No new inning:** will start with less than **5 minutes** remaining on the clock