

## 2026 Paducah Chiefs Minor League Rules (Coach Pitch)

### Rules

1. Players will bat using a soft compression baseball and bat provided by the team.
2. The batting team will provide the Coach Pitcher when they are batting. The same coach can pitch for both teams if preferred. The coach shall pitch from a knee, either overhand or underhand, from approximately 20-30 feet away.
  - a. If a batted ball hits the coach pitcher, the play is dead, no pitch.
3. The score for each inning will be kept by the coaches or a representative designated by coaches on both teams for all games, but scoreboards will not be used.
4. The half inning will end after 3 outs, 5 runs, or all batters have batted that half inning.
5. Every player on the team will be in the batting lineup.
6. A max of 10 players can play in the field at one time (extra outfielder or infielder).
7. Rules of baseball will apply with a few exceptions listed below. Base dimensions are 60 feet.

### Batting

1. Players will get 5 pitches to hit the ball fair. If a pitch is deemed unhittable by the umpire or coach, it will not count towards the 5-pitch total.
  - a. If a player fouls the 5th pitch, the batting continues until the ball is put in play or they swing and miss, in which they would be declared an out.
  - b. If the hitter does not swing and meets the 5-pitch limit, or swings and misses on the 5th pitch they are out.
  - c. Players are able to use the tee after 3 pitches, but tee is not mandatory. They will then get two swings off tee to hit the ball fair. *The tee can only be used the first two weeks of the season.*
2. No on deck hitters.
3. Foul lines will be observed.
4. There will be no pinch hitting.
5. Bunting is not allowed.
6. A player can be called out for throwing a bat – there are no warnings.

### Fielding

1. Free substitutions at any position. No switching of positions during an inning unless an injury occurs.
2. All players must play in the field during the game and cannot sit out more than two innings in a row.
3. Coaches are encouraged to give players an opportunity to play all positions throughout the season.

### Baserunning

1. No leading off and no stealing. The runner must maintain contact with the white section of the base until the ball has reached the batter.
2. A courtesy runner is allowed for the catcher with one or two outs. The last out that inning will be the courtesy runner.
3. No pinch running with the exception of an injury. In the case of an injury, the last out can then run for the injured player.
2. Headfirst slides are not allowed. That player will be called out if they slide headfirst.
3. No running into fielders or running out of the baselines. Those runners will be called out.
4. On hits to the infield: baserunners may not advance more than two bases. On overthrows by an infielder to first base, base runners can only advance one base.
5. Umpires will call time once a ball hit to the outfield is controlled by a player in the infield.
6. Runners will advance only one base on an overthrow out of play.

### Length of Game

1. Games will last 5 innings or 60 minutes after the start time, whatever happens first.
2. If a new inning has started before 60-minute time limit, the teams will finish that inning.
3. Coaches from both teams can agree to end a game any time after 50 minutes.

## MINOR LEAGUE GOALS

- Defense
  - Know the responsibility of positions and the area position covers.
  - Begin to understand what do on defense based on situations (force out vs tag out, runners on base, 0 outs vs 2 outs, etc.).
  - Stay out of the baserunning lanes.
- Hitting
  - Understand when to swing as the ball is approaching hitter.
  - Swing bat fast and keep bat level on the swing.
  - Set bat down before running to 1<sup>st</sup> base.
- Baserunning
  - After hitter makes contact, understand running immediately when ball is in dirt or waiting to run when it is hit in the air to see if it is caught.
  - Run through first base and stopping on the base at 2<sup>nd</sup> and third.
  - Run to next base on infield hits. Know they can advance more than one base on hits to outfield and locate base coach for direction.
  - Return to base on any foul balls.
- Catching
  - Catchers know how to put equipment on.
  - Stay far enough behind hitters so they don't hit catcher on swing.
  - Try to catch the ball or knock it down if it bounces.
  - Stand up to catch the ball if a runner is heading home.