

Hong Kong Baseball Association
Coach Pitch League (2019)
Rules & Regulations

1. Bases: 60 feet.
壘包距離 60 呎。
2. Outfield dead ball line: 150 feet.
外野死球線距離本壘 150 呎。
3. Each team shall furnish its own Adult Pitcher. The Adult Pitcher may only deliver a pitch after the umpire has declared “PLAY!”
每隊應指派自隊一位成人或教練作為攻方投手，並在主審指示下才可以投球。
4. Pitching: 30 feet (overarm) or 15 feet (underarm) - Adult Pitcher must use one pitching method for each batter at bat.
投球距離：30 呎（上手投球）或 15 呎（下手投球）- 攻方投手須於每位擊球員上場時選定一種投球方式。
5. Batter and runners may run 2 bases only but excluding for Home Run.
每次擊球，擊球員及壘上跑壘員最多進前兩個壘，全壘打除外。
6. No infield fly.
「內野高飛球」不適用。
7. No bunting.
不可用短打觸擊。
8. No need to slide.
不用滑壘。
9. Continuous Batting Order (line-up) applied.
攻擊時由打順序表上所有隊員依次進行，教練必須於打擊順序表上標明所有出席隊員之打擊順序。
10. If a player is injured or unable to play during the game:
 - A. For a batter, before the at bat begins - skip over the batter without penalty.
 - B. For a batter, during an at bat - player who made immediately preceding out replaces the batter and assume the count.
 - C. For a runner, player who made immediately preceding out replaces the runner.

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D. The injured player may return to the game after notifying the umpire.

如在比賽期間有球員受傷或其他原因未能繼續：

甲. 如發生在擊球員開始打擊前 - 可以順序至下一位擊球員而沒有罰則。

乙. 如發生在擊球員已開始打擊後 - 可以由之前最後出局的球員補替擊球員並繼續有關投/揮棒擊球數。

丙. 如發生在壘上跑壘員 - 可以由之前最後出局的球員補替。

丁. 如之前受傷的球員稍後可以繼續比賽，在通知裁判後可繼續比賽。

11. The batter is out when he/she:

- Fails to hit a fair ball, and the Adult Pitcher has delivered 5 pitches or;
- Swings and misses after 2 strikes

whichever occurs first.

當攻方投手

甲. 已投出 5 個球數而未能擊出界內球或；

乙. 2 好球後揮空，

擊球員出局。

12. Batter runner shall be called out and other base runners shall return to their original bases in case the Adult Pitcher:

- Intentionally interferes with a fair ball.
- Interferes with a fielder.

Unintentional interference with a fair ball by the Adult Pitcher shall be treated as a foul ball. The umpire shall have absolute discretion over the judgement of the Adult Pitcher's intention.

如攻方投手

甲. 故意觸碰界內球或；

乙. 妨礙守方球員，

擊球員出局，其他跑者要退回原本的壘包。攻方投手意外觸碰界內球作界外球論。攻方投手觸碰界內球屬故意與否由裁判判斷，不得抗議。

13. Base runner(s) may not leave the base until the ball has been hit. Otherwise, the play will be counted as foul ball.

壘上跑員須於擊出球後才可開始離壘包。如壘上跑員過早離開壘包，有關擊球會當作界外球處理。

14. Base runner(s) may not advance due to wild pitch, passed ball or batter hit by pitch by

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Adult Pitcher.

由攻方投手引致的暴投、捕手漏接球或觸身球，擊球員/壘上跑壘員將不能向前進。

15. Umpire shall call “Time” when in his/her judgment the play is over and the defensive team gained control of the ball. The offense team is not allowed to advance to further bases.

在擊球後，如防守方已控制比賽球，裁判宣告“暫停”（Time），攻方不可繼續進壘。

16. The side will be retired if 3 outs or team scores 5-runs in the inning.

在一局比賽中，如攻隊已有 3 位球員被判出局或已取得 5 分，攻、守位置互換。

17. A regulation game shall be a maximum of 6 innings and no new inning shall start after 75 mins. One inning shall constitute an official game.

比賽以 6 局為上限。比賽時間超過 75 分鐘將不開新局。比賽完成 1 局即為有效比賽。

18. 10-runs “Mercy” rule is applied after 4 innings.

雙方分數相距 10 分或以上，如比賽已完成 4 局或以上，比賽結束。

19. In a round robin game, the winning team earns 3 points, each team in a tied game earns 1 point and the losing team earns 0 point. The team with the most points ranks first.

循環賽勝 1 場得 3 分，和 1 場得 1 分，負 1 場得 0 分，棄權或缺席者作負論，積分多者名次列前。

20. In case the points are tied between multiple teams after a round robin, the tie-breaking procedures are as follows (in order):

循環賽 如出現總分相同局面，根據以下辦法決定名次（依序）

- I. Team with absence record ranks lower;

兩隊或以上積分相同時，曾缺席比賽者列後；

- II. The team won the game(s) played between the tied teams ranks higher;

積分相同球隊互比賽中，勝隊列前；

- III. The team with higher run difference in the games played between the tied teams ranks higher;

積分相同球隊相互比賽中，得失差較高者列前；

- IV. To be determined by drawing.

抽籤定名次。

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21. In case the scores are tied after a playoff game, the following procedures will be implemented during extra innings (1 inning at maximum):

- Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- To begin the extra inning, representatives from each team will meet at home plate and will indicate (at the same time) to the home plate umpire where the team wishes to begin the batting order. That is, the teams have the option of beginning the 1st extra inning anywhere in the existing batting order that was in effect when the last regular inning ended. Note that this is not a new lineup (just potentially a different order), and it may very well be the same lineup that ended the last regular inning.

If the game still remains tied after the completion of the extra inning, the winner shall be immediately determined by drawing.

名次賽於指定局數或限時內不能分出勝負，則進入延長局，以一局為限，程序如下：

- 延長局雙方隊伍以無出局一二壘有人狀況開始攻擊；
- 延長局開始前，雙方隊伍代表須於本壘位置同時向本壘裁判表明將由自隊打擊順序中何處開始攻擊（雙方隊伍可以從進入延長局前最終有效打擊順序中自由選擇延長局開始攻擊之棒次）。留意上述並不表示任何一方隊伍可以提出新一套打擊順序（僅有可能從不同棒次開始）。

完成延長局後，倘兩隊得分相同，則即場以抽籤定勝。