



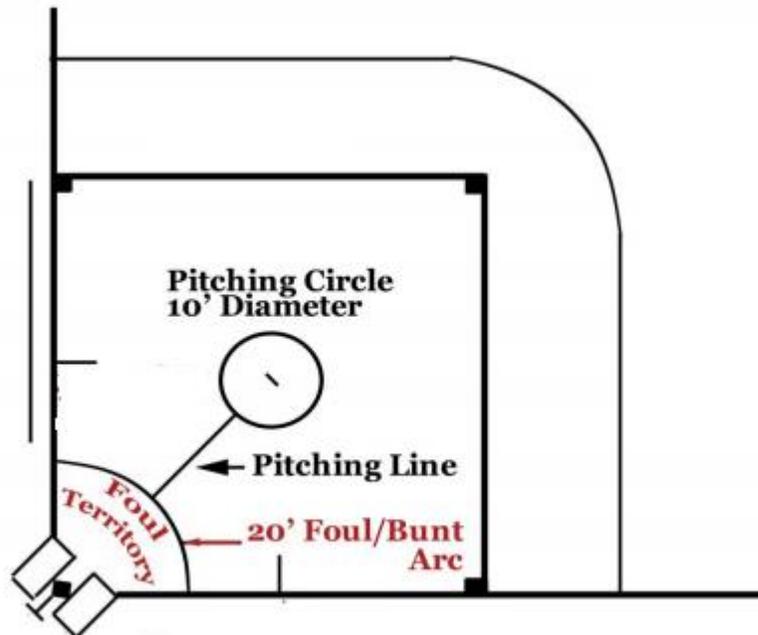
1st and 2nd Grade Coach Pitch

General Rules:

1. Length of Games and Time Limit:
 - a. 6 Innings or 1 hour 30 minutes.
 - b. No inning may start after the time limit has been reached.
 - c. The bottom of the final inning does not need to be completed if the home team is leading.
 - d. A game in the final inning may exceed the time limit if it has already started.
 - e. In case of rain or any other reason, and the time limit has not reached, 4 innings (3 1/2 if home team is ahead) constitute an official game:
 - f. The score of a called official game shall be the score at the end of the last complete inning.
 - g. Umpires and Coaches will have a pre-game meeting and line up exchange.
 - h. Umpires will inspect all bats.
 - i. 1 defensive coach will be allowed on the field to help position players

2. Pitching Rules: Rules will follow those from the Dizzy Dean rule book
 - a. All offensive coaches (pitchers) must pitch the ball overhand to each batter. The pitcher is allowed 6 pitches to each batter. If the batter does not put the ball in play on or before the 6th pitch, it will be considered a strike out and an out will be recorded. If the 6th pitch is fouled off, the batter may continue to bat until the ball is put in play or the batter swings and misses.
 - b. The pitcher may pitch anywhere from in front of the designated foul arc to the pitching circle. He/She must keep one foot on or straddle the pitching-line.
 - c. When the batter puts the ball in play, the offensive coach (pitcher) must attempt to leave the field and pick up the batter's bat.
 - d. The offensive coach (pitcher) may only coach the batter until he reaches first base or after he leaves third base.

- e. The ball must travel beyond the chalk line in front of the plate to be considered in fair territory. There will be a chalk line on each of the fields marking this area or else the edge of the grass in front of home plate.
- f. If a batted ball strikes the pitching coach, the ball is considered “dead” and the pitch will be replayed. If the pitching coach intentionally (in the umpire’s judgement) allows the ball to hit him, the batter will be out and a dead ball will be called. No runner may advance.
- g. Diagram:



3. Batting

- a. Each batter will receive a maximum of 6 pitches and/or (3) swings (whichever comes first).
- b. After 6 pitches if the batter has not put the ball in play the batter will be called out.
 - i. The umpire will determine the pitch count.
 - 1. The umpire will keep total balls and strikes for each batter and award extra pitches as needed (if the pitch is unhittable i.e. hits the ground in front of the plate or is over the players head).
- c. If the batter does not put the ball in play on or before the 6th pitch, it will be considered a strike out and an out will be recorded. If the 6th pitch is fouled

off, the batter may continue to bat until the ball is put in play or the batter swings and misses.

- d. There will be no bunting
 - e. Aluminum bats are allowed. Max bat barrel diameter is 2 1/4'. T-Ball bat may be used. Must conform to the BSF = 1:15 standard and markings. The Umpire will inspect all bats prior to the game.
 - f. A batted ball failing to leave the home plate dirt is considered a foul ball and will count as a strike.
4. Fielding:
- a. There will be NO "Infield Fly Rule".
 - b. The fielding pitcher MUST field from a position off to the side (left or right) and behind the Coach Pitcher with one foot in the "pitching circle".
 - c. A ball is live until thrown into an infielder and held up under control.
 - i. Any runner, not at least halfway to the next base must return to the previous base.
 - ii. All batted balls are considered live and will be played under all other normal baseball rules without the "Infield Fly Rule" as an option.
 - d. Time may be requested by an infielder.
 - i. If granted by the umpire, a runner who is more than half way to the next base will be permitted to continue without risk of being called out. Runners not more than half way will retreat to the previous base, again without risk.
 - e. All outfielders must stay behind the white line drawn in the outfield until the play is live
 - i. Outfielders should throw to their cutoff man and not run the ball in themselves to make a play.
 - f. On an overthrow to first base, the runner may only advance one base.
5. Individual Playing Time and Substitutions:
- a. Mandatory Playing Rules - Each player will play both in the field and bat at every game.
 - b. Players cannot play more than two consecutive innings in the infield or the outfield. (eg. If player plays in the infield for the 1st and 2nd inning they must play in the outfield during the 3rd)
 - c. All players listed on the line-up must bat in turn for the entire game.
 - i. A player may not replace another player in the original batting order. If a player is ill or injured, upon approval of the umpire, may be skipped in the batting order.
 - ii. A player that arrives after the game has begun may be placed at the bottom of the order. If he/she arrives before his place in the batting order, there will be no penalty to the team. If a players

position in the batting order comes up to bat before he/she arrives then an out will be given to the batting team.

- d. Defensively, no player will sit out a second inning until every child on the team has sat out at least one inning.
 - e. Free substitutions on defense.
 - f. A maximum of 10 players are allowed in the field: 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders.
6. Run Rules:
- a. Maximum Runs P/Inning:
 - i. A team may score a maximum of five runs in a single inning.
7. Base-Running:
- a. No base stealing.
 - b. All base-runners must be in contact with a base prior to a batted ball.
 - i. If a base-runner leaves the base before a batted ball, it will be a no pitch or dead ball. All runners will have to return to their bases.
 - c. The ball is live until it is secured by an infielder, and time is called by the umpire.
 - i. The umpire will determine the runners' position at that point. A runner who is more than half way to the next base will be permitted to continue without risk of being called out. Runners not more than half way will retreat to the previous base, again without risk.
 - d. When a fielding player makes an error and overthrows a base
 - i. Runners may not score on an overthrown ball.
 - ii. If the overthrow occurs at first base the player that batted the ball may only advance 1 base and go to second. Even if the ball is then thrown away in error again, that base runner may not advance.
 - iii. If a runner is at first base and the batter puts the ball into play, if the fielder throws to second base and overthrows the ball, the runner that initially started at 1st base may only advance to third base. Again, the batter may only advance 1 base.
 - iv. Runners may not advance home on an overthrow. For example, if there are runners on 1st base and 2nd base and the batter puts the ball into play, if there is an overthrow to 1st, 2nd, or 3rd base, then no runner may advance an extra base since runner may not score on an overthrow.
 - 1. Unless the runner is already headed home before overthrow occurs
 - e. Players in the 1st & 2nd Grade Coach Pitch leagues CANNOT SLIDE HEAD FIRST.
 - i. If they do, they shall be called out.

- f. A base-runner may tag up and advance to the next base if an infielder catches a batted ball in the air ONLY if it is beyond the 'infield'.
 - i. All batted balls are considered live and will be played under all other normal baseball rules without the "Infield Fly Rule" as an option.
8. Playing Field Dimensions
 - a. The fielding pitcher MUST field from a position off to the side (left or right) and behind the 1st & 2nd Grade Coach with one foot in the "pitching circle".
 - b. 45 Feet bases
 - c. 20 foot arc in front of home plate

Guidelines:

- **STANDINGS WILL BE KEPT FOR PLAYOFFS**
- **.....LET THE KIDS HAVE FUN AND LEARN THE GAME OF BASEBALL.**
- The goal of this league is to teach basic baseball fundamentals while stressing fun and sportsmanship through positive instruction and positive role models.
- Managers are encouraged to rotate their players' defensive positions throughout the year, so that each player has the opportunity to experience each position.