

PULASKI COUNTY PARKS & RECREATION COACH PITCH RULES AND REGULATIONS

LEAGUE DIRECTOR: Recreation Coordinator, John Myers, 674-0107

Coach Pitch's purpose is to teach boys and girls the basics of playing organized baseball, how to hit the ball by the use of a adult coach pitching the ball so the batter can hit the ball out of the air, it teaches the player how to hit the ball being pitched and it gets them ready for future leagues.

It is up to the coaches of the Coach Pitch league to teach the kids fundamentals and to see that all participants get equal playing time.

The current edition of the "Official Rule Guide" by DIXIE YOUTHBASEBALL INC. will be the basic set of rules except where changed herein.

AGE

1. Players must reach 7th birthday on May 31, of current year, or must not have reached 9th birthday before that date.
2. Players must turn in copy of birth certificate or other birth record copy to be kept in league office file.

SPECIAL RULES:

1. No score will be kept, teams may exchange batting lineups, all players bat each inning, all players can play defense. Teams must warn other team when the last batter of inning is up to bat.
2. No umpire. Coach pitcher can umpire or the two teams can designated a umpire. No protests. Outs are Outs! Runner must leave base.
3. 4 innings or 1 hour and 1/2 time limit. Do not start a inning, if a hour and twenty minutes is elapsed on the time limit.
4. The team at bat must furnish their own pitcher. He is to try and deliver the pitch in such a manner that his team can hit the ball safely within five pitches. The pitcher must not interfere with the ball once the pitch has been hit. If the pitcher gets hit by the ball or gets in the way of the ball, the coach will call interference, the base runners must stay at their positions prior to the interference call and the batter must hit again.
5. Pitcher can start the five pitches at 46'. Pitcher can move up to pitch if batter has problems hitting the ball at 46'. Coach pitcher can pitch under hand or over hand.

6. Each batter will receive a maximum of (5) pitches. If batter swings at three pitches without hitting the ball, it is considered a strike out and no further pitches will be allowed. If batter does not hit the ball after 5 pitches, it is also consider a strike out. No walks and strikes will not be called.

BATTER

1. No bunting, player will be called out.
2. Strikes will not be called as not to intimidate hitter.
3. Batter and base runners must wear batters' helmet with face mask.
4. Batter must be in batters' box while hitting ball, batter will be called out, if he/she steps out of batter's box.
5. Throwing a bat is out. Slinging or letting go of bat in a reckless manner is a out. Throwing bat rule not subject to protest.
6. Bat must have TEE BALL or dixie youth baseball written on it. Any batter using an illegal bat will be called out.

RUNNER

1. Runner has to maintain contact with the base until the ball has been hit; otherwise, the defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
2. Runner may slide at all bases, no head first slides except when runner is going back to a base.
3. Runner must touch all the bases. If runner misses a base then defensive team may appeal (via player or coach). This appeal is done verbally, and runner will be called out. Appeal must be made before next batter takes a pitch.
4. Runner must not be touched by coach, or assisted by touch of coach. PENALTY: Runner will be called out.
5. Must wear batting helmet at all times while running bases. Player will be called out if he/she pushes helmet off their head.

DEFENSE

1. "The pitching position" a player will stand to the left or right of the coach pitcher, (on the painted line) and will field the position when the ball is hit by the batter. He must keep one foot on the painted line until the ball is hit. If he leaves the line to soon then the offensive team has option to take the result of the play or have batter replay the swing.
2. Baseman may not block base from runner except on tag plays. If base is blocked on a play except a tag play, umpire may declare runner safe.

3. All catchers must wear Batting helmet with mask while batter is hitting, Helmet can be disregarded after ball is hit . Catcher should be placed behind home plate far enough back to avoid being hit with bat.

4. All players must play in their positions, but they will be allowed to move backwards in the playing field. No more than 12 players in the field on defense. Outfielders must be 10 yards behind bases or base line.

5. No player may be stationed closer than 46' from home plate (in front of pitcher's mound) before contact is made by batter. PENALTY: Offensive team may result of play or have the batter return to the batting position to replay swing.

THROWAWAY BALLS

1. An overthrow that goes outside the foul line area, but not out of play, baserunner(s) can get one extra base, but runner has to make the base. If runner(s) choose to advance one base then play is dead once runner(s) reaches that base safely. An overthrow that goes into a "designated out of play area" runner(s) will be allowed one base.

2. Runner(s) take as many bases as possible, but advance at their own risk, if the throwaway ball is inside the field of play.

3. More than one base may be taken on a throwaway ball on the last batter, only an out will stop play.

DEAD BALL (stop play situation)

1. To stop play on the first nine batters; once the ball is in possession of an infielder, and lead runner has stopped, play is dead. Designated umpire should call time out at this point.

2. To stop play on the last batter; situation resorts to regular baseball rules (2 out situation), an out in any fashion ends play for that inning. A defensive player must touch any base in from of any runner(s) to end play.

3. Only an out will end the inning on the last batter, more than one base may be taken on a throwaway ball to last batter.

PARTICIPATION RULE

1. All players must play at least 2 innings, or half the game. (Exception- For disciplinary reasons, example: player not showing up for practice.

2. Late arrivals play at coach's discretion. Coach must report late players to opposing team coach.

MISCELLANEOUS

1. Adequate time (approximately 3 minutes) will be allowed between innings for player substitutions.
2. A team more than 10 minutes late from set game time, will forfeit game unless pre-arranged with area director and opposing team coach.
3. 7 players constitute a full team. Defensively, 12 players can be on field at one time. 6 players (only) allowed on infield, including catcher in catching position. Outfielders must be 10 yards behind bases.
4. No infield fly rule.
5. Coach is allowed only one defensive conference per inning. Second trip only for injury or equipment repair.
6. Players may use their own bat, but must be approved by opposing team before game.

GAME

1. A game will be complete at the end of 2 full innings of play, if it is too dark to continue or if it is time for the next scheduled game. This helps to keep games on schedule.
2. A game called because of rain will be called complete after 2 innings have been played. If less than 2 have been played game will be rescheduled.
3. Rained out games, Coordinators will call/text coaches and put on Facebook as soon as possible. Sometimes when weather problems occur near or at games time it may not be possible to get information out in time to avoid trip to field. League office will reschedule games.