

Rules for AYBS Coed Coach-Pitch League (Grades 1st & 2nd)



I. PERFORMANCE OBJECTIVES

The performance objective for the Coach-Pitch program is for our children to participate in coach assisted games that will be used to develop individual player skills in a semi-competitive environment. The team objective is to score runs on the other team while preventing the opposition from scoring. The rules are simplified to accommodate young players. The program emphasizes skill development and sportsmanship over winning. There is no score keeping of any kind.

I. PERFORMANCE GOALS

- a. Familiarize players with the concept of teamwork and with the responsibilities of being a team-member.
- b. Players will know and address all teammates by name.
- c. Familiarize players with the concept of sportsmanship. We will shake hands with the opponent after the game, etc.
- d. Players will demonstrate knowledge of Coach-Pitch rules.
- e. Players will demonstrate knowledge of basic offensive and defensive strategies.
- f. Players will be able to identify parts of the baseball diamond.
- g. Players will be able to identify the positions played in the game.
- h. Players will be able to identify equipment used in baseball.
- i. Players will be able to assume a proper batting position in the batter's box.
- j. Players will demonstrate knowledge of the strike zone.
- k. Players will be able to run the bases and score runs.
- l. Players will be able to assume the baseball ready position on defense.
- m. Players will be able to field a ground or fly ball.
- n. Players will be able to make a throw to the appropriate base or cut-off man.

I. SAFETY

- a. Safety is always first.
- b. No throwing the bat.
- c. All batters will wear a batting helmet while both at bat, at catcher and on base.
- d. No base stealing.
- e. There is no on-deck circle. The on-deck batter will wear a helmet and will be allowed to have at bat in their hands, no swinging until they are in the batter's box.
- f. Shoes with steel spikes are prohibited.
- g. No jewelry will be worn.
- h. A batter who throws their bat after swinging will be warned the first time and then subsequent times will be called out

- i. Throwing of equipment is not permitted

I. START OF THE GAME

- a. Boys and girls currently in the 1st and 2nd grades are eligible to play.
- b. A team should field a minimum of eight (8) players to complete a game. If a team does not have eight (8) they may “borrow” a player from the opposing team to field a valid team.
- c. A team should appear at the field, ready for play, 15 minutes prior to the scheduled start of the game.
- d. Each game will consist of five (5) innings with a time limit of 1 hour 15 minutes.
- e. All players present will be placed in the batting line-up and will bat in the order listed.
- f. Games will be cancelled when light or other conditions make it too dangerous to continue.
- g. Games will be cancelled when lightning or thunder is observed. A decision to cancel once a game is started may be made up with a date decided on by the League Commissioner.
- h. The home team will sit on the third base side.
- i. The home team is responsible for setting out and cleaning up the bases
- j. Each coach shall be responsible for the conduct of his players and fans/spectators.
- k. Both teams are responsible for cleaning up the area after each game.

I. PLAYERS AND POSITIONS

- a. All players present will be placed in the batting line-up and will bat in the order listed.
- b. If a player is hurt, they may be removed from the game and later return to the game. They may return only to the batting position that they held prior to being injured.
- c. On defense, the players will be positioned at C, 1B, 2B, SS, 3B, and one (1) pitcher. All other players will be positioned evenly in the outfield area.
- d. No player will play the same position for more than one inning.

I. COACHES AND ASSISTANTS

- a. Coaches or assistants will be at the batting tee instructing the children while their team is at bat, as well as assisting the catcher.
- b. The 1st and 3rd base coaches are restricted to the area of the coach’s boxes.
- c. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
- d. A maximum of 3 coaches from the defensive (*fielding*) team are allowed on the playing field. These coaches should be situated behind 1st, 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.

I. PLAY OF THE GAME

- a. Make the game fun.
- b. There will be no score keeping of any kind. This is a semi-competitive league.
- a. During the game, all players must remain in the designated team areas and on the proper baseline, except the batter at the plate.
 - . The next batter will not approach the plate until called by the coach.
- a. Batters will have no more than six (6) attempts to successfully hit the ball. If the batter does not hit the ball in their six (6) attempts, the batter is required to hit off a batting tee.
- b. Coaches are required to throw in an overhand manner, pitching from your knee is recommended.

- c. Runners may not advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
- d. The runner may not leave the base until the ball is struck by the batter.
- e. Leading off is not permitted.
- f. Base stealing is not permitted.
- g. Bunting is not allowed.
- h. An inning is three (3) outs or when the entire roster has batted, whichever comes first.
- i. The last batter shall run the bases back to home.
- j. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
- k. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out.
- l. Tagging-Up: A base runner will be allowed to tag-up after a fly ball out (*base runner leaves base after fly ball is caught*) only if the ball is caught in the outfield grass. Tagging-Up is not allowed on infield fly outs.
- m. A ball hit less than five (5) feet is considered foul.
- n. Infielders are to be instructed not to position themselves where they will interfere with the base runners.
- o. All teams will field a catcher who will wear a face protector and stand at the backstop until the ball is hit.
- p. A ball that is hit to the outfield must be fielded by an outfielder.

I. THE COACH-PITCH DIAMOND

- a. Batting Box: These are two (2) squares on each side of home plate from which the player must stand to hit the ball.
- b. Foul Lines: Lines extending from home to first base and home to third base and beyond to the outfield. The area between the foul lines is considered fair territory, while any ball outside the lines is in foul territory.
- c. Infield: The area generally covered in sand rather than grass, or an area extending just behind first, second and third bases (*collectively, the bases*).
- d. Outfield: The area behind the bases that is generally grass is called the outfield.
- e. Pitching Rubber: A rubber strip in the middle of the pitching mound from which the pitcher releases the ball.