

RULES OF PLAY - COACHES PITCH

Dentsville Youth Baseball League - www.DentsvilleBaseball.com

GENERAL

1. No game shall start after nine o'clock p.m. No game will continue after midnight any night.
2. No new inning will start after 1 hr and 20 minutes to ensure a time limit of 1 hr and 30 minutes is met as closely as possible.
3. Any discontinued game will be completed that week if possible. The League VP is responsible for rescheduling games. Any player not available for a game which is suspended will play, if available, at the make-up game and will be placed at the bottom of the line-up.
4. Line-up cards shall be submitted to the umpire and exchanged with the opposing coach a minimum of 15 minutes prior to game time. Line up cards shall include the player's number, first name and starting position.
5. Teams can start a game with only 8 players. If a 9th player shows up while the game is in progress, they will be inserted into the 9th slot in the batting order. If a team starts out with just 8 players, it IS NOT an automatic out for the 9th player spot for the regular season. In post-season play, the 9th player spot is an automatic out. However, if a team starts with 9 players and drops to 8 during the game, then the 9th spot becomes an automatic out.
6. Only the head coach shall represent or speak for the team to the umpire and opposing coach.
7. Coaches cannot go outside the playing field without the permission of the umpire. Coaches will be removed from the game for violation.
8. No more than four (4) practices/games a week (any combination not exceeding four (4) will be allowed). Practices shall not exceed two (2) hours.
9. A regulation game shall be six (6) innings unless the 10 or 15-run rule applies or the time limit is exceeded.
10. A team may score a maximum of five (5) runs per half-inning, except the 6th inning. EXCEPTION: If a team has scored 4 runs and an over the fence home run occurs the team may score a maximum of 8 runs. A game is complete when a team is mathematically prevented from winning.
11. The 15-run rule is in effect after both teams have batted 3 times or the home team is ahead in score by a minimum of 15 runs after 2 1/2 innings. The 10-run rule is in effect after both teams have batted 4 times or the home team is ahead in score by a minimum of 10 runs after 3 1/2 innings.
12. **Continuous Batting Order** – At the start of the game, all available players on each team roster will be listed in the starting offensive batting lineup and bat in this order continuously throughout the game.
 - a. If a player arrives after the continuous batting order has been submitted to the scorer, the player must be added to the end of the continuous batting order. If a player arrives after the third inning has begun, he SHALL NOT participate in the game.
 - b. If a player listed in any batting position in a continuous batting lineup leaves the game because of an injury, illness or disqualification, this position in the batting lineup will be skipped for the remainder of the game without penalty. No player will be called "out" who is skipped by rule in the batting lineup.

- c. If the player is injured while at bat, the next batter will assume his count. EXCEPTION: If the player is a base runner, the player in the batting lineup who was last putout will become a substitute runner for the player who has left the game due to an injury and the substitute runner shall not change his position in the batting line-up.
13. Extra Innings - If a game goes into extra innings, each team will start with one out and a runner at 2nd base. The runner will be the last player that was put out.
 14. Any rules not covered under these rules shall be covered by the Dixie Youth Rule Book or the Official Major League Baseball Rule Book

DEFENSE

1. Refer to the general policies regarding coaches on the field. An additional coach is permitted to assist in the outfield, but must remain 10 feet behind all of the players and may not interfere with play during regular season play. During tournament play, this coach must remain in the dugout.
2. Teams on defense will use a total of ten players in the field, including four outfielders.
3. The outfielders may play anywhere in the outfield but no closer than twenty feet behind the normal base path. A chalked or painted line will be placed at the twenty-foot point.
4. Player Pitcher Position
 - a. The defensive team will place a player in the designated pitching circle at the pitcher position. The player pitcher must have one foot inside the designated pitching circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach pitcher, must not interfere with the coach pitcher, and not be any closer to the batter than even with the 46-foot line until the ball is hit. The Player Pitcher cannot leave the designated circle until the ball is hit. PENALTY: The offensive coach has the option of accepting a hit or taking a no pitch.
 - b. The player pitcher is required to wear a batting helmet with a face guard while playing this position.
5. All players will have played 6 defensive outs by the end of the fourth inning. No defensive substitutions may occur until the inning is over. This may be waived, if for disciplinary reasons or injured player, but the umpire and opposing coach are to be notified prior to the start of the game. PENALTY: Any team's failure to play all players according to the rules will forfeit a game.
6. Coaches are urged to even out the defensive playing time as much as possible, even to the point of sitting your best players to give others the opportunity to play more than the minimum required innings.
7. Catchers must wear full catcher protective equipment. The catcher may use a baseball fielder's glove or catcher's mitt. The catcher must be in the squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched.
8. Free substitution is permitted on defense. Players may enter the game on defense only at the beginning of each team's defensive inning unless the defensive player enters the game to replace an injured, ill or ejected player.

BATTER

1. The batter will be allowed five (5) pitches or three (3) strikes. The batter will be called out after the fifth (5th) pitch unless the fifth pitch is a foul ball. The batter will then continue the at bat until a) they do not swing at a pitch, b) they record a strike, c) a foul ball is caught d) they are called out by the umpire.
2. Bunting & purposeful swinging bunts are NOT allowed. PENALTY: If a player bunts a ball in fair territory, it is a violation of this rule and the umpire shall immediately call time; no player may advance and the batter will be charged with a pitch and a strike.
3. The batter shall wear a batting helmet.
4. Intentional walks will not be allowed

RUNNER

1. Base stealing is NOT allowed.
2. Head first sliding is NOT allowed. This shall apply only to a runner attempting to reach the next base and does not apply to a dive or attempt to return to a base. PENALTY: The runner will be called out if while attempting to reach the next base, he/she attempts a head-first slide.
3. Runners are not allowed to lead off or steal bases. PENALTY: The defensive team has the option of a) a no pitch or b) any of all the play that occurred after the infraction. Umpires shall drop his hat or other object to signify this infraction. He will not make the infraction known by voice until play is complete.
4. If a runner has passed a base prior to the pitcher gaining control of the ball in the designated pitching circle and does not stop, he/she may advance to the next base at his/her own risk.
5. With runners on base, a timeout will be called by the umpire after each play comes to a natural end.
6. A runner missing a base with no attempt to return to the base to tag up before the ball becomes dead may be appealed by the coach after calling a timeout. PENALTY: The runner shall be called out on appeal.
7. A pinch runner may be used for the catcher if there are two outs. The pinch runner shall be the last player put out.
8. If the runner is injured and must be replaced, the last person put out shall be permitted to be the courtesy runner.

COACH PITCHER

1. The adult coach pitcher of the offensive team shall pitch to the batters and shall throw overhand from standing position.
2. The coach pitcher must pitch from within the designated pitching circle (12' diameter from the 46'-0" pitcher plate) with the coach pitcher's feet remaining in the designated pitching circle until the pitch is released. NOTE: Coach pitcher does not have to pitch from the pitching rubber or half-way mark in the pitching circle. If one foot is within the circle and any part of the other

foot is in contact with the chalk or paint outlining the circle when the pitch is released the coach will be considered in the circle. **PENALTY:** If the coach pitcher does not remain in the circle, a violation shall be called by the umpire with the defensive team having the option of taking the play or a no pitch.

3. The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. **PENALTY:** If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch. The coach pitcher shall be warned and a second occurrence in the game shall result in the removal of the coach pitcher from the mound to the dugout for the remainder of the game.
4. If the coach pitcher is hit by the ball, it is a dead ball and will be declared a no pitch.
5. The coach pitcher may coach or position the batter only, prior to the delivery of a pitch. He/she cannot coach the runners. **PENALTY:** A warning will be given for first offense and he/she will be removed from the mound to the dugout for the remainder of the game on the second offense.
6. The Coach Pitcher cannot leave the mound and return to the mound during the same inning with the exception of an illness or injury.