

RULES OF PLAY - JR COACHES PITCH

Dentsville Youth Baseball League - www.Dentsvillebaseball.com

GENERAL

1. No game shall start after seven thirty p.m. No game will continue after nine pm any night.
2. No new inning will start after 50 hr to ensure a time limit of 1 hr and 0 minutes is met as closely as possibly.
3. A level 5 safety ball will be used.
4. Only TEE BALL BATS will be allowed. Tee Ball Bats will be stamped with the USA Baseball Mark and the language "only for use with approved tee balls"
5. 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.
6. Teams can start a game with any number of players. If a player shows up while the game is in progress, they will be inserted at the end of the batting order.
7. No more than four (3) practices/games a week (any combination not exceeding three (3) will be allowed). Practices shall not exceed one and a half (1.5) hours.
8. A regulation game shall be a minimum of two (2) full innings.

DEFENSE

1. Additional coaches are permitted to assist on the field to help position and guide the players. Limit the number of coaches to four (4).
2. All players will be on the field when the team is on defense. Defense is to be played in positions (1st, SS, CF, etc) as much as possible. This is with the understanding of the age of the children.
3. Player Pitcher Position
 - a. The defensive team will place a player at the pitcher position. The player pitcher must stand behind the coach pitcher.
4. All infielders must be in regular defensive positions until the ball is hit.
5. There will be no catcher. Catcher will be played by a coach for the team on offense.
6. Outs are counted. If the defense gets an out, the offense player is to return to the dugout. The offense will keep batting through the lineup even if 3 outs are recorded.

BATTER

1. The offense will bat through their entire batting lineup each inning (everyone bats)
2. On offense there will be a coach pitcher, (2) base coaches, catcher coach and a dugout coach.
3. Each batter will get 5 pitches. If the batter has not hit the ball, the ball will be placed on a tee to hit.
4. The coach pitcher should take 5 balls to the mound with them. As they pitch, the catcher coach will collect the balls and return them to the coach pitcher between batters. This is to assist with keeping track of how many pitches have been pitched and to increase the speed of the game.
5. The batter shall wear a batting helmet.

RUNNER

1. Base stealing is NOT allowed.
2. Base running should be station to station.
 - a. At agreement of the coaches, if a player hits a ball in the air to the outfield, the player can advance to 2nd for a double.
3. 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.
4. Runners are not allowed to lead off or steal bases.
5. On an overthrown ball to first base, the runner may not advance.

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 35'-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.