

COACH PITCH RULES [10 & Under]

VERSION: 01

PENALTY

LEAGUE OBJECTIVES	<ol style="list-style-type: none"> 1. A baseball development strategy to bridge the gap between Tee-Ball and Pitch Ball. 2. To teach and further develop fundamental baseball skills to 9 – 10 year olds 3. To promote an understanding and appreciation of fair play and good sportsmanship 4. To provide a non-competitive sporting environment conducive to the teaching and learning of baseball and its associated rules and strategies 5. To foster and promote an enjoyment of baseball and sport in general. 	
A. SAFETY PROCEDURES	<ol style="list-style-type: none"> 1. A catcher must wear full protective gear and may use a fielding glove. 2. Catchers are required to wear a cup. 3. Fielders should also wear a cup but this is not mandatory. 4. Metal cleats may not be worn. 5. The batter and all base runners must wear a batting helmet. 6. A regular t-ball league ball will be used. 7. Players are to remain in their dug-outs or designated areas unless preparing to bat. 8. Should an injury occur; play stops immediately, players to sit on the ground where they were when time-out was called. When play resumes, the coaches, with the agreement of the umpires, should determine where any base runners and/or batters should be fairly placed. 	
B. GAME PROTOCOLS	<ol style="list-style-type: none"> 1. Coaches should make sure that players on each team congratulate the other team at the conclusion of the game. 2. Profanity, abusive language, or any constant bantering is not permitted. 3. Arguments over rules should be avoided at all times. In the event of a controversy, coaches must continue the game in a sportsmanlike manner and resolve the issue after the game. 4. Judgment calls are the sole discretion of the umpire. 5. Coaches must be properly attired in their respective team kit and colours. 	
C. REGULATION GAME	<ol style="list-style-type: none"> 1. The time limit will be 1 hour and 30 minutes 2. No new frame to be started after 1 hour and 20 minutes 3. First innings and every alternate innings – all nine batters to bat 4. Second innings and every alternate innings – 3 outs or all nine batters 5. A maximum of 5 runs per innings to be recorded, irrespective of the runs scored 6. Any team may play with 8 players without a forfeit. The ninth batter shall always be considered out 	
D. BATTING RULES	<ol style="list-style-type: none"> 1. All players to bat in the set batting order. 2. Bunting is permitted. 3. If a pitch hits a batter, it still counts as a pitch-the batter does not advance to first base. 4. Any fly ball hit into the air and caught [pop-up] shall be an out, whether in fair or foul territory. 5. There is no infield fly rule. 6. Players must be taught to drop/lay down the bat and not to throw it after a hit. 	

<p style="text-align: center;"><u>E.</u></p> <p style="text-align: center;">PITCHING RULES</p>	<ol style="list-style-type: none"> 1. Coach-Pitcher to pitch to his own batters. 2. Only coaches listed on the team-return may pitch. 3. Coach-Pitcher must have at least one foot in contact with the pitching plate on release of the ball. 4. Player-Pitcher must stand beside the coach-pitcher until the ball is batted. Penalty for non-compliance – batter awarded first base. 5. Pitching must be overhand. 6. Each batter gets 5 pitches or 3 swings. If last pitch/swing is fouled off, batter continues until strike out or ball is hit. 7. Once the ball is batted, coach-pitcher must move quickly to the nearest sideline until all play is dead. 8. On a bunted ball, coach-pitcher drops onto one knee and keeps out of play. 9. If in the umpire’s judgement, the coach-pitcher did not make a legitimate attempt to get out of the way and is struck by a batted ball, then the batter is out, the ball dead and no runners may advance. 10. If in the umpire’s judgement, the coach-pitcher did make a legitimate attempt to get out of the way and is struck by a batted ball, then the ball is dead, no runners may advance and no pitch is declared. 11. Coach-pitcher may not touch a runner whilst the ball is in play. Penalty for non-compliance – runner is out. 12. The coach-pitcher may not coach the base runners when the ball is in play. However, he may talk to his players between pitches. 13. The coach pitcher must present the ball above his/her head to signify to the defense that the ball is about to be pitched. The umpire may call time-out if he/she determines that the defense is not ready. 14. Once a coach starts pitching an innings as a pitcher, he/she must finish pitching that innings. 15. Coach-pitcher will pitch from 2 metres in front of the fielding pitchers plate. 	
<p style="text-align: center;"><u>F.</u></p> <p style="text-align: center;">BASE RUNNING</p>	<ol style="list-style-type: none"> 1. A base runner is out for leaving the base before the ball is hit. No stealing is allowed. 2. A base runner that is hit by a batted ball is not out unless he/she intentionally steps on or kicks the ball. 3. When the defensive team returns the ball to the area of the pitcher to stop play [dead ball], a base runner more than halfway to the next base may continue to that base. If the runner has not reached halfway when the ball is dead, the base runner must return to the previous base. 	
<p style="text-align: center;"><u>G.</u></p> <p style="text-align: center;">ENDING THE PLAY</p>	<p>The defensive team should make every effort to make an out whenever possible, thus teaching baseball situations and skills. However, when an out is made, play continues until stopped in one of the following ways:</p> <ol style="list-style-type: none"> 1. When an infielder or outfielder throws/returns the ball to the player-pitcher. Play remains stopped even if the pitcher does not catch or fully control the ball. <i>The purpose of this rule is to recognise that younger players have more difficulty catching the ball than older players. Many batters could keep rounding bases, forcing the defensive team to keep throwing the ball around the field.</i> 2. The player-pitcher, on receiving the ball that signifies the end of play, may not then throw the ball to a base in an effort to get a base runner out. 3. The play does not end if the throw is intended for a defensive player, other than the pitcher, such as a baseman or shortstop. 4. <i>The throwing intention of the fielder is the sole judgment of the umpire.</i> 	