

## Pinckney Hamburg Baseball & Softball Association

### 2010 COACH PITCH LEAGUE (6-7 YEAR OLDS) BASEBALL RULES

This league is a coach-pitch league with the emphasis on teaching the players the fundamentals of baseball. Two uniformed coaches are allowed on the field during defensive play. Any coach may briefly stop the game at the end of a play to explain the situation/strategy to the players.

Field Dimensions:      50 ft. base length (1st and 3rd from the back point of home to outfield side of bases)  
                                 40 ft. pitching distance (from the back point of home plate to front of pitcher's plate)  
                                 10 ft. diameter pitcher's circle

### **ABSOLUTELY NO TRADING OF PLAYERS, ANY COACH VIOLATING THIS RULE WILL BE TERMINATED FROM COACHING.**

**With the following exceptions, official High School rules will be used as the rules of the Coach Pitch League.**

1. Eligibility is determined by the player's age on April 30, 2010.
2. Each team will supply one umpire.
3. All games will be started at 6:30 p.m. Forfeit time is 6:45 p.m. No inning may start after 8:30 p.m. Time is determined by the home plate umpire's watch.
4. The two coaches, in consultation with each other, have the authority to call the game at the field at game time because of weather. If lightning is spotted, play will be suspended immediately.
5. The length of the game shall be five (5) innings.
  - a. If a game is stopped due to weather or darkness, four innings (3½ if the home team is ahead) will constitute a legal game.
  - b. If the game is too short to be a legal game, a new game will be scheduled and play will begin with the first inning and no score, unless the game has ended in a tie at the end of the last complete inning, in which case the game will be continued from the exact point at which it was halted in the original game.
6. All missed or stopped games may be made up within two weeks. It will be considered a forfeit for any team that does not offer the opposing team two (2) make-up dates. If either team does not accept a date, it will be considered a double forfeit.
7. Teams may play with a minimum of seven (7) players. If the minimum is not present for one team, the game will be forfeited if the other team has the minimum of seven (7) players.
  - a. Games may be rescheduled with the complete agreement of both coaches and commissioner.
8. There will be a maximum of ten (10) defensive players on the field. There must be four (4) outfielders on a ten-player team. Each player must play a minimum of 2 full defensive innings in the infield. No player will sit out more than 2 innings in a game and these innings may not be consecutive. Violations will be assessed as an out during the next at bat for that team.
9. Five (5) run limit per inning, except for the fifth (5th) inning, which is open.
  - a. If the last batter hits for extra bases, all runs will count.
  - b. Holding runners on base to prolong the inning constitutes the third out, except in the 5th inning.
10. Each team furnishes (1) one new Reduced Injury Factor level 5 (RIF5) game ball as approved by PHBSA.
11. All ball players must be in complete uniform as issued by the league. All shirts must be tucked in. No jewelry will be allowed.
12. The roster will be submitted to the opposing scorekeeper before game time. All players present at the start of the game must be listed on the batting roster and bat in their designated slot. The batting order may not be changed after the start of the game.
  - a. Rosters must show players first or last name and player number.

- b. Any player showing up after the start of the game cannot be put in the game until the next defensive turn and must be added to the bottom of the batting order.
- 13. Any player who has a disability shall be placed where they are able to compete. Placement will be with the consent of the player, coach, and parents of the player.
- 14. Batters, base runners, and players on deck must wear protective helmets. Teams in violation will receive one warning. The second infraction will be an automatic out.
- 15. All catchers must wear a protective cup. All players should wear a protective cup.
- 16. All players who are not playing must be on the bench or out of bounds. The only people on the field are defensive players, offensive players on base, umpires, coaches, batter, the player in the on-deck circle, and the catcher backup.
- 17. All equipment must be in back of the out-of-play line.
- 18. Only a coach may be in the coach's box.
- 19. The ball is dead if any coach or spectator touches the ball whether on or off the field.
- 20. The infield fly rule does not apply.

### **BATTERS**

The rules are setup to encourage batters to learn how to hit a pitched baseball.

- 21. The batter on deck must wait for the umpire to call him up to bat. If he enters the batter's box before the umpire's signal, the team will receive one warning. The second infraction will be an automatic out.
- 22. If a bat or helmet is thrown, the batter will be called out after one warning. No runners will advance.
- 23. All bats must have tape or rubber on the handle.
- 24. A batter may not advance to first base on a third strike passed ball.
- 25. Bunting is allowed

### **RUNNERS**

- 26. Base stealing is not allowed. A runner must be in contact with the base until the ball crosses home plate (no lead-offs). Infractions are outs.
- 27. If a runner misses a base while running, an appeal must be made before the next pitch.
- 28. If a runner does not tag up on a caught fly ball, an appeal must be made before the next pitch.
- 29. When a player has control of the ball within the 10-foot pitcher's circle, a runner may only continue to the base he is going to (no halfway rule).
- 30. Overthrows that are out of play will award the runner the base he is going to plus an additional base.
- 31. If the ball goes through, under, or gets caught in any fence, the ball is dead. Each runner may advance only to the base to which he is going.

### **PITCHERS**

- 32. Coaches pitch to their own team. The coach may designate any adult as the pitcher.
  - a. Coaches/adults must use the provided pitching machine from the pitchers plate. If a batted ball hits the machine, it will be considered a fair ball.
  - b. Walks will not be issued (including for hit by pitch) but strikes will be called and strikeouts enforced.
  - c. Each batter will receive 7 pitches (maximum) to hit the ball. If the batter has not put the ball in play in 7 pitches, he will be declared out unless the 7th pitch is a foul ball that is not caught by the catcher.
  - d. Coaches/adult pitchers may not be involved in the defensive play. The ball is dead if touched by a coach/adult pitcher.
- 33. One (1) individual is allowed behind the catcher and umpire to retrieve passed balls for the catcher.
  - a. He may not interfere with any play or throw the ball back to the pitcher.

- b. He may not address the umpire regarding any umpire call. After one warning the umpire will remove him from the game.
- c. If the individual is not an adult, he must wear a protective helmet.

### **CONDUCT**

- 34. No player may be called by name, as harassment, by the opposing team.
  - a. Penalty against the offensive team - charged an out.
  - b. Penalty against the defensive team - award one base to runners.
- 35. Coaches may not smoke while coaching the bases or sitting on the benches. No alcoholic beverages will be allowed on the premises. No glass containers will be allowed on any field.

2010 PHBSA Board of Directors