

# Elementary School Sports

## Coach Pitch Rules

AGE/ DIVISION	K -1st Grade	2 <sup>nd</sup> -3 <sup>rd</sup> Grade	4 <sup>th</sup> -5 <sup>th</sup> Grade
TEAM MAKE-UP	Coed	Coed	Boys and Girls Divisions
DURATION OF GAME	1 Hour	1 Hour	1 ½ Hours
BALL SIZE	T-Ball (Soft Touch)	Incrediball (Safety 5)	Boys (Safety 5) Girls (11')
BASE/PITCHING DISTANCE	50' FT 32' FT	50' FT 32' FT	B 60' FT 43' FT G 60' FT 35' FT
SCORE	NO	NO	YES

### ***PLAYING TIME/ELIGIBILITY***

- All players should get equal playing time throughout the game.
- A player's eligibility is determined by which school he/she attends and the grade in which they are entering for the 2018-19 school year.
- Teams may be all boys, all girls or any combination thereof.
- Teams will be made up of at least 10 players with a maximum of 12.

### **REQUIRED/RECOMMENDED EQUIPMENT**

- MPT Staff will provide game balls.
- No restrictions on the type of bat that can be used in Coach Pitch.
- Players must wear batting helmets when at bat and on base.
- No Metal cleats.
- No jewelry allowed (visible piercings must be removed prior to start of game)
- Size of Baseball used:  
2<sup>nd</sup>/3<sup>rd</sup> Grade – Safety 5 Incrediball

### ***START OF THE GAME***

- Games will be limited to five innings or a 1 hour time limit, whichever occurs first. If an inning is in progress and the time limit expires, the inning will be played to its conclusion.

### ***GAME PLAY***

- Foul ball arc is 32', measured from the point of home plate.
- Base distance is 50 feet.

### ***BATTING ORDER***

- All team members in uniform must be listed in the official batting order at the beginning of each game and will bat in that order, until conclusion of the game.
- A team must have at least eight players to start a game.
- A team's time at bat will consist of three outs or 10 batters, whichever occurs first.
- In the case of the five run rule, the inning is automatically terminated when the fifth run is scored.
- Players not present when a game starts will be added to the end of the batting order, and will bat in that order the remainder of the game.
- Coaches may not remove a player from the batting order. An out will be recorded for a player who does not bat during his/her scheduled time at bat, due to ejection, an injury, etc.

### ***DEFENSIVE POSITIONS***

- Teams are required to use non-starting players on defense in alternating innings (2<sup>nd</sup>, 4<sup>th</sup> and 6<sup>th</sup>), with starters being used in the 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> innings.
- If a team starts a game short-handed (less than 10) then players will be added to the defensive positions at change of inning.
- Defensive positions include four infielders, four outfielders, a pitcher and a catcher (in catcher gear).
- Teams must finish with at least as many on-the-field players as started the game.

### ***PITCHING***

- Coaches will pitch to their team from the top of the 32' arc.
- There will be NO WALKS. If the ball is not hit on the 7<sup>th</sup> pitch, the batter is out.
- Coach preference for pitching under hand or over hand to the players.
- There must be a catcher in play behind the base in full catcher gear.

### ***COACHING ON DEFENSE***

- This program is instructional in nature; two coaches from the defensive team may be on the field to position players and instruct them in the defensive points of the game.
- Coaches must not interfere with play or unnecessarily delay play.

### ***HITTING***

- A batter is out when:
  - A. He/she swings and misses on a third strike.
  - B. Once 7 pitches are thrown and the ball is not put into play.
- There is no "infield fly" rule in the Coach Pitch leagues.

### ***BASERUNNING***

- A runner may advance only when the ball is hit. A runner may not lead off base.
- Runners may advance as many bases as possible when ball is in the outfield. Runners must stop at bases once ball makes it to the infield. Runner will stop at next base if already began running before throw into infield.
- Stealing is not permitted.
- Base-runners may advance only one base when the ball is overthrown at first and third bases.
- If the ball is thrown or hit into the outfield, play continues until the ball crosses into the infield (32' arc).
- Players must stop running when the ball makes it back into the infield from the outfield.

### ***GAME CONDUCT***

- Any team member in a game using casual profanity or unsportsmanlike language could result in an out being called against the offending team and/or the team member being removed from the game.
- If a team is at bat and unsportsmanlike words are used, the next batter will be declared out.
- If the act is committed by a player remaining at bat, that player may be called out.
- If the act is committed by the defensive team, the first batter in the next inning will be declared out.
- If the violation occurs in the bottom of the last inning, where the fielding team may not bat again, the ejection rule could apply. If a team has an eligible substitute, the game can continue.
- A game may be ended by a casual profanity / unsportsmanlike language out.

### ***RAINOUT INFORMATION (T-Ball)***

**If weather makes playing conditions unsatisfactory, the league office may postpone/reschedule games. It is the duty of each coach to contact the field after 3:30pm on week days or ½ hour before scheduled games on Saturdays to make certain of the can. The rainout numbers are as follows:**

#### **FOR ALL FIELDS CALL:**

Heidelberg 759-9197

SERA 475-9806

Peck 627-9877

All other fields 305-1012

- Teams may be scheduled for double-header games due to the rescheduling of rained out games.