

# TRANSITION COACHES PITCH RULES

## FIELD DIMENSIONS

- Bases are 55 feet apart.
- Pitcher's plate is 30 feet from the front edge of home plate.
- Coach must pitch underhand to girls and overhand to boys.

## EQUIPMENT

- Any official youth baseball bat may be used other than a "big barrel" bat.
- A 9" leather softie-ball will be the official ball.
- A standard batting tee with a home plate base will be used, when needed.
- A catcher's mask is required.
- Helmets must be worn on the bases.

## UNIFORMS

- All players are **required** to wear the HPC uniform issued to them at the beginning of the season; this includes the jersey and hat. Players must also wear the same color shorts or pants as determined by the coach at the beginning of the season. No substitute of any part of the uniform is allowed.
- Cleats (not metal) are recommended, but not required. No watches or jewelry may be worn.

## DEFENSIVE PLAYER POSITIONS

- Each team will play with 10 defensive players: pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop, 3<sup>rd</sup> base, and 4 outfielders.
- A game is considered a forfeit, if a team does not have at least 8 players ready to play within ten minutes after the scheduled starting time; however, a game can be played using other t-ball 6 players. It will be considered an official game, and will **not** be rescheduled.
- Outfielders may not play closer than **10 feet** from the 1<sup>st</sup> & 2<sup>nd</sup> and 2<sup>nd</sup> & 3<sup>rd</sup> base paths (marked by white line). Infielders must stay behind the 30 ft. painted arc, unless they are making a play on the ball. Each infielder must be in position. No more than 5 in the infield.
- A player can only play the position of **pitcher for 1 inning** per game
- \*\*\*All players must play defense for at least one inning and no player can sit out more than 1 inning.
- Only two "defensive" coaches are allowed on the field of play (must be located behind the 10 ft. line painted behind baselines.)
- Free substitution on defense

## GAME PRELIMINARIES

- There will be no infield/outfield practice prior to the game.
- All warm-ups must take place in the outfield. Warm ups will not be allowed on the infield.
- 10 minutes prior to game time, devotions will take place. Please have your team ready.
- Any questions should be asked at this time.
- Any game that is canceled will result in a forfeit and will **not** be rescheduled. This does not include games rescheduled by HP Athletics, i.e. rainouts.

## GAME RULES

- **Coaches from each team will work together to umpire their game.**
- A regulation game is **60 minutes**; unlimited innings. Game must end 60 minutes after the hour, regardless of start time or which team is at bat. Example: 12:00 game starts at 12:05, game still needs to drop dead at 1:00.
- No score will be kept.
- All players present will be listed on the official lineup card prior to the start of the game. There will be no penalty for only having 8 or 9 players. All players will bat in the order that appears on the official lineup card. Any player arriving late for the game will be added to the end of the official lineup card.
- A batter will have 3 pitches to attempt to bat a ball fair. **Fouls are allowed on the third pitch.** After the third attempt, the tee will be used for two last attempts to hit a ball fair. If the batter fails to hit the ball fair on the fifth attempt, they will be out.
- In order for a batted ball to be fair, it must exit the dirt area in front of home plate in fair territory. If the child hits the tee and the ball lands beyond the dirt, **this is not a fair ball.**
- THE COACH WHO SERVES AS THE PITCHER, MUST THROW THE PITCH OVERHAND AS FLAT AS POSSIBLE FOR BOYS AND UNDERHAND FOR GIRLS. THE COACH MUST ALSO STAY WITHIN TWO FEET OF THE RUBBER.
- A team will bat until they score 6 runs or the defensive team makes 3 outs; whichever occurs first.
- There is no leading off or stealing.
- In order for the defensive team to stop play, an **infielder** must be in possession of the ball in the infield before he/she calls time out. The umpire (coaches) will use the halfway marks to determine where to place the runners, once time is called. The objective is for the infielder to stop the progression of the runners. *COACHES, PLEASE WORK WITH YOUR OUTFIELDERS ON THROWING THE BALL INTO THE INFIELD. IT IS NOT SUFFICIENT FOR AN OUTFIELDER TO RUN THE BALL INTO THE INFIELD. REMEMBER THE SPIRIT OF INSTRUCTION.*
- If a thrown ball enters an out of play area, designated by the painted red line, each base runner shall remain on base and NOT advance one base.
- When a team is on offense, there shall be a 1<sup>st</sup> and 3<sup>rd</sup> base coach. An extra coach may be used to assist the batters in the batter's box.
- **NOTE:** The pitching coach **shall not** assist batter with positioning within the batter's box
- **There will be only one "defensive" coach allowed on the field of play (must be located behind 2<sup>nd</sup> base).**
- PLEASE WORK WITH YOUR PLAYERS ON "NOT SLINGING THE BAT."
- There is no infield fly rule in this league.
- **NOTE:** all rules can be adaptable in order to accommodate players with special needs. These accommodations must be communicated between coaches prior to the start of the game.