

BOYS/GIRLS COACHES PITCH RULES

FIELD DIMENSIONS

- Bases are 55 feet apart.
- Pitcher's plate is 30 feet from the front edge of home plate. The coach will actually pitch from a distance of 30 feet from home plate (either standing or on one knee). The pitcher's plate serves as a reference line for the pitcher fielder.
- Coaches must pitch underhand to girls and overhand to boys.

EQUIPMENT

- A 9" leather T-ball will be the official ball for boys.
- 10" leather "safety" softball for girls.
- All batters and base runners must wear helmets.
- The catcher must wear at least a catcher's mask and chest protector.

UNIFORMS

- All players are **required** to wear the HPC uniform issued to them at the beginning of the season; this includes the jersey, hat/visor, belt and socks. All players must wear the same color pants as determined by the coach at the beginning of the season. No substitute of any part of the uniform is allowed.
- **Game jerseys must be tucked in with belt and hats/visors on, in order for the player to participate in the game.**
- No watches or jewelry may be worn.
- NO METAL cleats allowed.

DEFENSIVE PLAYER POSITIONS

- Each team will play with 10 defensive players: pitcher, catcher, 1st base, 2nd base, shortstop, 3rd base, and four outfielders. Outfielders may not play closer than 10 feet (white painted line) from the 1st & 2nd and 2nd & 3rd base paths.
- Infielders must stay behind the 30 ft. arc, unless they are making a play on the ball.
- The catcher must be in a squatted position well behind the batter.
- 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 team's players up to a 10 player maximum. It will be considered an official game, and will **not** be rescheduled. Players that are picked up from other teams must play catcher or an outfield position.
- Only one "defensive" coach is allowed on the field of play; must be located behind 10 feet (white painted line) from the 1st & 2nd and 2nd & 3rd base paths.
- There is free defensive substitution. Each player shall learn at least one position in the infield and one in the outfield. This rule is intended to avoid having the same players in the outfield every game. It is expected that no player will play an entire game in the outfield.
- ****NO PLAYER SHALL SIT MORE THAN 2 TOTAL INNINGS PER GAME. THOSE INNINGS MUST NOT BE 2 CONSECUTIVE INNINGS.**

GAME RULES

- 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.
- All players from each team will bat according to the lineup cards. Only one on-deck batter will be allowed out of the dugout and must be in the on-deck circle. Each player should be placed on the official lineup card. Should a player show up after the start of the game, he should be added to the end of the lineup and bat accordingly.
- A regulation game is 5 innings or **drop dead** at 1 hour, regardless of which team is at bat. However, the batter at the plate will finish his or her at bat. For those who keep score, the score will always revert back to the last completed inning. We do not keep score as a league and there are no standings.
- If a game is tied at the end of 5 innings or end of time, the game will result in a tie.
- THE COACH WHO SERVES AS THE PITCHER MUST THROW THE PITCH OVERHAND AS FLAT AS POSSIBLE FOR BOYS. GIRLS COACH MUST PITCH UNDERHAND. THE COACH MUST ALSO HAVE ONE FOOT ON 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 Coach Pitch.
- In order for a batted ball to be fair, it must exit the dirt area in fair territory. A batter will have 5 pitches. If the batter fouls off the 5th pitch or subsequent pitches he/she will receive an additional pitch. If the batter misses or doesn't swing at the 5th pitch, he/she is out. Any batter swinging and missing three pitches is out by strikeout.
- In order for the defensive team to stop play, an **infielder** must be in possession of the ball in the infield before time is called. The umpire (coach) will use the halfway marks to determine where to place the runners once time is called.
- Remember this is not TBALL. 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 lines, the umpire (coach) will call, "Dead Ball" and each base runner shall advance one base.
- When a team is on offense, there shall be a 1st and 3rd base coach. An extra coach (not the pitching 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 2nd base).**
- PLEASE WORK WITH YOUR PLAYERS ON "NOT SLINGING THE BAT."
- A base is not considered occupied unless the runner touches the base. Should a runner fail to touch a base, the opposing coach must appeal after the play is dead. His/her actions do not affect a runner who is behind him/her unless he/she is the third out. For example, Bill is on 1st when the ball is hit. While running, he misses 2nd base and continues to third. Once the ball becomes dead, the umpire (coach) upon appeal and seeing the violation, shall rule that Bill is out because he failed to touch 2nd base. The batter who is now on 1st base (or possibly 2nd base) shall remain at that base, unless Bill's actions warranted the third out. As long as the ball is live, Bill can attempt to return to the base he failed to touch. THIS IS A STANDARD BASEBALL RULE AND IS NOT APPEALABLE.
- There is NO infield fly rule for this division.