



New Richmond Baseball Club TBall/Coach Pitch Rules

Performance Objective of the T-Ball and Coach Pitch Programs

The performance objective for the T-Ball and Coach Pitch program is for our children to participate in coach assisted games that will be used to develop individual player skills. The program emphasizes skill development and sportsmanship over winning. There is no score keeping of any kind.

Performance Goals of the Coach Pitch Program--Familiarize players with the concept of teamwork and with the responsibilities of a team-member. Players will know and address all teammates by name.

- Familiarize players with the concept of sportsmanship. We will shake hands with the opponent after the game, etc..
- Players will demonstrate knowledge of T-Ball and/or Coach Pitch rules.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to make a throw to the appropriate base

Rules of the Coach Pitch Program

Safety

- Safety is always first.
- No throwing the bat.
- Soft safety balls will be used at all times.
- All batters will wear a batting helmet while both at bat and on base.
- No base stealing.

- There is no on-deck circle. The on-deck batter will wear a helmet.
- Shoes with steel spikes are prohibited.
- No jewelry will be worn.
- A batter who throws their bat after swinging will be warned the first time and may miss a turn if they continue to throw their bat.
- Violent throwing of equipment is not permitted.

Start of the Game

- Boys and girls currently in the 1st and 2nd grades are eligible to play Coach Pitch. Boys and girls in 4K and Kindergarten are eligible to play T-ball.
- A team should field a minimum of 7 players to complete a game.
- If a team has 7 players and the opposing team has 10 or more player, then the coaches will have the option to select 1 or 2 players to play with the team which is short.
- A team should appear at the field, ready for play, 10 minutes prior to the scheduled start of the game.
- Each Coach Pitch game will consist of 5 innings **OR** approximately 1 hour 15 minutes of playing time. Each T-ball game will consist of 15 minutes of practice before hand and 45 minutes of game time. Both teams should have equal opportunities to bat.
- All players present will be placed in the batting line-up and will bat in the order listed.
- Games will be cancelled when light or other conditions make it to dangerous to continue. Games will be cancelled when lightning or thunder is observed. A decision to cancel once a game is started may be made up with a date decided on by both coaches.
- Each coach shall be responsible for the conduct of his players.
- Both teams are responsible for cleaning up the area after each game.

Players and Positions

- If a player is hurt, they may be removed from the game and at a later time return to the game. A fielding team will consist of of all present team members.
- On defense, the players will be positioned at C, 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield area.
- **No player will play the same position for more than one inning.**

Play of the Game : Coach Pitch Play

- Make the game fun.
- There will be no score keeping of any kind.
- During the game, all players must remain in the designated team areas and on the proper baseline, except the batter at the plate.
- The next batter will not approach the plate until called by the coach.
- Batters will have no more than **6 attempts** to successfully hit the ball. If the batter does not hit the ball in his or her 6 attempts, a batting tee will be placed and the batter will have 1 attempt

to hit the ball into the field. If there is a hit, play will continue as normal with the fielding team attempting to get an out. If the batter does not get a hit on their attempt, their turn is over and they will return to the team. NO out is recorded.

- Coaches are required to throw in an overhand manner, pitching from your knee is recommended.
- Runners may advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
- The runner may not leave the base until the ball is struck by the batter.
- Leading off is not permitted.
- Base stealing is not permitted.
- Bunting is not allowed.
- An inning is three outs or when the entire roster has batted, whichever comes first.
- The fielding team will have an opportunity to get the last batter out if they hit the ball into play. If the last batter doesn't get a hit, the teams switch positions.
- Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
- Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out.
- Tagging-Up: A base runner will be allowed to tag-up after a fly ball out (base runner leaves base after fly ball is caught) only if the ball is caught in the outfield grass. Playing area beyond the base paths. Tagging-Up is not allowed on infield fly outs.
- A ball hit less than five feet is considered foul.
- Infielders are to be instructed not to position themselves where they will interfere with the base runners.
- All teams will field a catcher who will wear a face protector and stand at the backstop until the ball is hit.
- A ball that is hit to the outfield must be fielded by an outfielder.

Play of the Game: T-Ball Play

- Make the game fun.
- There will be no score keeping of any kind.
- During the game, all players must remain in the designated team areas and on the proper baseline, except the batter at the plate.
- The next batter will not approach the plate until called by the coach.
- The runner may not leave the base until the ball is struck by the batter.
- Leading off is not permitted.
- Base stealing is not permitted.
- The last batter shall run the bases back to home.

- A ball hit less than five feet is considered foul.
- Infielders are to be instructed not to position themselves where they will interfere with the base runners.
- All teams will field a catcher who will wear a face protector and stand at the backstop until the ball is hit.
- A ball that is hit to the outfield must be fielded by an outfielder.
- The main fielding focus is for the players to understand that they should field the ball and throw it to 1st base. There are NO bases given for an overthrow.