



2019

Dalton Parks & Recreation Department

Coach Pitch and Tball

## 1. GENERAL RULES

1. Each team will be allowed four adults in the dug-out, one manager and three coaches. Two adults may coach the bases at the 1<sup>st</sup> and 3<sup>rd</sup> base coach's boxes, a pitching coach and dug out coach. **T-Ball: A coach may assist the batter and remove the bat from the hitting area. An offensive coach may be placed around the 2<sup>nd</sup> base area but must not interfere with any action of the defensive team. A defensive coach may be placed in the outfield area to help instruct the fielders.**
2. The recommended uniform shall include, jersey numbered on back, and rubber spiked shoes.
3. A team failing to field at least eight players within fifteen minutes after scheduled game time shall not be an official game. A team may play with less than 8 players in the regular season. No outs will be recorded when playing shorthanded.
4. If a player is injured by being hit with a batted ball in the face, throat or head, time will called immediately and all players will be awarded:
5. One (1) base if injured player was an infielder.
6. Two (2) bases if injured player was an outfielder.
  - a. The awards are from the time of the pitch.
  - b. Any other injury deemed serious enough in judgment of the umpire will be handled in the same manner.
- i. NOTE: THIS IS A JUDGMENT CALL AND CANNOT BE APPEALED OR PROTESTED.*
7. Bunting is not allowed.
8. No stealing. No walks.
9. If a manager has used all of his eligible players and a player is injured, or becomes too sick to continue and he/she has uses all their players the opposing team manager must select as a replacement one of the players on the bench who has already been in the game.
10. If any spectator, player, manager or coach conducts themselves in an unsportsmanlike manner they will be removed from the game area. If an argument persists it is recommended that, for the purpose of not exposing the participants to unsportsmanlike activity, the game be stopped and everyone involved (parents and participants) vacate the premises. If a team has to vacate a facility as per this rule, more than once in a season, the coach must be replaced.
11. **CONDUCT:** If a player or coach is ejected from a game, the coach must leave the bench area, the coach or the player will sit out the remainder of that game and must sit out the next game their team plays. **If a coach, player or spectator is ejected two (2) times during the course of a season they shall be suspended for the remainder of that season.**
12. **There shall be NO CHATTER. This is an instructive and fundamental league and should be fun for**

all kids.

## 2. THE PLAYING FIELD

1. The batter's box shall be drawn 3 ft. wide and 6 ft. long and positioned 4 inches from the center of the plate. There should be 3 ft. in front and 3 ft. in back of the middle of home plate.
2. The distance from the point of home plate to second base and from first to third base shall be eighty-four (84) feet ten (10) inches.
3. The pitching circle will be ten (10) feet in diameter and the center will be forty-six (46) feet from the back of home plate.
4. The base paths shall be sixty (60) feet.
5. Halfway/safety lines thirty (30) feet will be drawn in the base line from home to first and home to third base. Defensive players (Except the player pitcher in the circle) must stay behind this line until ball is hit. **PENALTY:** Offensive manager gets choice of result of the play or a re-pitch. **T-Ball:** Thirty (30) foot lines will also be drawn between 1<sup>st</sup> base and 2<sup>nd</sup> base and 2<sup>nd</sup> and 3<sup>rd</sup> base. These lines are for the purpose of determining the position of the runner at the moment a defensive player has control of the ball inside the infield perimeter and calls time-out. The umpire will make the determination if the base runners can advance to the next base or return to previous base.
6. There will be a twenty (20) foot chalked arc from the first (1<sup>st</sup>) base line to the third (3<sup>rd</sup>) base line in front of home plate. The ball must be on or past this line to be fair; if not, it is a foul ball.

## 3. EQUIPMENT

1. Tennis shoes or baseball shoes with **RUBBERIZED** cleats may be worn. **NO METAL OR PLASTIC CLEATS.**
2. All batters and runners must wear **NOSCAE** approved batting helmets. **Face mask are recommended but are not required.** Base runners that are wearing the face mask will be called out if they slide head first. **A dive back is not a slide.** A batter who steps into the batter's box without their headgear is awarded a strike. A player running the bases who deliberately removes their headgear umpire's decision, is out. **EXCEPTION:** Home run over the fence or time out.
3. Catchers must wear a protective helmet with full earflaps, throat protector and mask **NOCSAE** approved, shin guards and chest protector. Protective cup for **male catchers only. A built in throat protector on the mask is all that is needed.**
4. **The player pitcher in Baseball must wear a facemask.**
5. Any unaltered Official Softball bat, wood or aluminum bat may be used in girls' softball. Softball bats must have a 1.20 BPF stamp. For baseball the bat shall be an unaltered baseball bat (**not softball**) with the following requirements: All non-wood bats "MUST" possess a "clearly identifiable" manufacture's USA certification stamp.
6. The official softball shall be an optic eleven (11) inch maximum core MSP47 ball.
7. The official baseball will be used in the 7& 8 Coach Pitch and T-Ball is a level 5.
8. All equipment must be kept in the dugout when not in use.

## 4. REGULATION GAME

1. A game will be five (5) innings, (1) hour and ten (10) minutes, or when a team is mathematically eliminated due to the run per inning rule (Tournament only). **T-Ball:** A game will be 2 innings or one (1) hr. & twenty (20) minutes.
2. All substitutions should be reported to the opposing scorekeeper.
3. Any appeal must be made by the manager before the next pitch is thrown to the batter.
4. Any player (starter or substitute) may re-enter the game as many times as needed. Provided they return to the same position in the batting order.
5. A team may have one (1) offensive and one (1) defensive time out per inning. If more than one (1)

when a team is on defense, the pitcher must be removed from the pitching position. If more than one (1) on offense, the batter must be removed.

## 5. PITCHING RULES

1. An offensive coach (pitching coach) will pitch to their on batters. The coach (pitching coach) may only coach the batter until the batter reaches first (1<sup>st</sup>) base or after the runner leaves third (3<sup>rd</sup>) base. **A coach will be replaced after one warning of the violation and be replaced as pitching coach.**
2. The pitching coach may pitch anywhere from in front of the 20 foot foul arc to the pitching circle. They must stay in line with the 2<sup>nd</sup> base and home plate.
3. Any batted ball that hits the pitching coach will be a dead ball and no pitch. If the pitching coach intentionally (in the umpire's judgment) allows the ball to hit him, the batter will be out and a dead ball called. No runner may advance.
4. When the ball is hit the pitching coach must attempt to leave the field and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep them from making a play will cause the batter to be called out. No runners may advance.

## 6. OFFENSE

1. All players that are present must bat one (1) time and play three (3) outs on defense.
2. Any time two teams matchup with twelve (12) or less they must bat all players. If teams have more than twelve (12) it will be left up to the coaches. Lineup options for when teams have more than twelve (12) are as follow: (1) Continue to bat all players, (2) List only eleven (11) players using the **EP** or (3) List ten (10) players. Choice will be determined before start of game and continue throughout the game except for injury or sickness **T-Ball:** Every player present must bat every inning, in order as listed on the line-up card. No runs are to be counted after three (3) outs are recorded or five (5) runs have been scored.
3. 7&8 Coach pitch (**SOFTBALL & BASEBALL**) An offensive batter will receive five (5) pitches before being declared out. The batter may be called out on three (3) swinging strikes. If a fifth pitch is fouled and caught it is an out. There are no limits on fouls.
4. **T-BALL:** The batter will receive three (3) pitches and if the ball is not hit it will be placed on a Tee for two (2) swings. If the ball is has still not been hit the batter will be called out. **There will be no practice swings.**
5. If a base runner leaves a base before the pitched ball reaches home plate, the base umpire shall give the signal to indicate the violation at the time it occurs. The defensive team shall have the privilege of having nullified any portion of the play that occurred on the violation.
6. A team may only score five (5) runs per inning on offense.

## 7. DEFENSE

1. The infield fly rule will not be in effect.
2. Only ten (10) players on the field (Four outfielders)
3. The defensive player listed as the pitcher will stay in the ten (10) foot circle until the ball is hit.
4. The player may have one (1) foot outside the circle.  
**PENALTY:** Offense gets choice of the play or retry.
5. Play shall not be stopped by the defensive team heading off or stopping the front –runner.  
-Any other runner may continue at his own risk.  
-Any play made on a runner other than the front-runner will release the front runner. Other runners may continue.
6. If a team has less than ten (10) players, the manager may decide which position(s) to leave vacant

on defense. EXCEPTION: Pitcher and catcher.

7. The defensive catcher must be in direct line no more than ten (10) feet behind home plate to make a play on a batted ball. PENALTY: Offensive team gets a choice of the play or re-bat.

## **8. MISCELLANEOUS**

1. An extra player (EP) is optional, but if one is used, it must be known prior to the start of the game and be listed on the score book in the regular batting order. If the EP is used, the EP must be used the entire game.
2. All players present at the game must be in the lineup.
3. PROTEST: The only protest acceptable will be concerning player participation or rules misinterpretation. A protest for rules misinterpretation must be announced and noted in both scorebooks before the next pitch. All protest must be submitted by the team manager to the Recreation Department in writing before 5: p.m. the next day.

## **9. END OF SEASON TOURNAMENT (7-8 only)**

- a. All teams will be eligible to participate in the end of season tournament.
- b. Awards: End of Season Tournaments: 1<sup>st</sup> and 2<sup>nd</sup> Place Ind. Medallions. Champions will also get championship T-shirts.

## **10. RAIN OUTS**

- a. Games that are rained out will be rescheduled by DPRD. If there is a question of a game being played because of inclement weather the recreation department will make the decision of playing or not.
- b. If the Recreation Department cancels games because of inclement weather it will be announced on the rain out Hot Line # 706-281-1323
- c. Cancelations will also be posted on website and social media