

# WHEATON YOUTH BASEBALL COACH-PITCH SUPPLEMENTARY RULES

Revised January, 2008 (Approved 1/10/08)

The Coach-Pitch League has been established as an intermediate step between T-Ball and the Instructional League for the purpose of introducing players to the fundamentals of baseball and the pitched ball. The league is limited to those players currently in the first grade at the start of the season.

This league, like T-Ball, is considered to be an introduction to organized baseball. League standings will not be kept and All Star Day and Championship Day are not applicable at this level.

League play will be governed by Official Baseball Rules unless otherwise stated in these supplementary rules. The intent of Wheaton Youth Baseball is to teach the rules of the game, develop skills, provide an opportunity for fun, and to teach teamwork and sportsmanship.

**MANAGERS AND UMPIRES HAVE NO AUTHORITY TO WAIVE ANY  
RULES SET FORTH IN THESE SUPPLEMENTARY RULES OR ANY OTHER  
REFERENCED DOCUMENTS OR RULES.**

## **I. GENERAL INFORMATION**

The American Sport Effectiveness Program (ASEP) has been adopted for use by the Wheaton Park District Youth Baseball/Softball Board of Control (Board of Control). The Wheaton Park District will fund ASEP and will advise all managers of their certification upon the successful completion of the course. New managers are required to complete the certification within one year of entering the baseball program. ASEP managers will be given first priority in team assignments.

It is the responsibility of each manager or their replacement to see to the proper conduct of themselves, their coaches, players and team fans. Failure to carry out this responsibility may result in game forfeiture, and/or disciplinary action, including removal from the baseball program.

Any board member has the authority to immediately suspend from the program any person whose conduct is considered detrimental to the best interests of the program.

## II. THE GAME

- A. The home team is responsible for setting up the field prior to the game and also making sure the equipment is put back into the equipment box following the game.

Bases are located 50 feet apart

Pitching rubber is 36 feet from home plate (the back point of the plate)

**Please remember to lock the equipment box prior to leaving the field, and inform the league VP of any problems or missing equipment at the field.**

- B. The home team will bat last and use the third base side dugout (bench).
- C. There are no umpires assigned or scheduled at this level of the program. It is the responsibility of the managers and their assistants or selected parents to officiate the game.
- D. Games are scheduled to begin at 6:00 p.m. on weekdays. If a team is unable to field at least eight (8) players by 6:15 p.m., the game shall be forfeited and the coaches shall make up two (2) teams and play a practice game.
- E. Game duration will be four innings unless time restraints prohibit the completion. The game should last approximately 1 ½ hours. No new inning can be started after 7:30 pm on week nights or more than 1 ½ hours after the start of a Saturday game.
- F. Bad weather or field conditions may result in the postponement of a game. Having no league official in attendance, the home team manager will make the final decision. In the event of lightning or thunder, all games and practices must be held up until safe conditions are apparent (refer to storm policy). The Park District asks coaches to reschedule games if the field is too wet, rather than cause serious damage to the infield and turf areas (refer to the ball field use guidelines). Canceled games are to be rescheduled through the league vice-president as soon as possible.
- G. Players, managers, coaches or spectators are not allowed to stand behind the backstop in the area directly behind home plate. It is the responsibility of both managers to keep this area clear.
- H. Any player who has a bleeding injury must leave the field immediately. A player may return once the bleeding has been contained. This rule must be followed to insure the safety of all players and officials.

## III. EQUIPMENT

- A. Batting helmets must be worn by the batter at the plate, and all base runners.
- B. Baseball bats in excess of 2 ¼ inches in diameter (big barrel bats) are prohibited.

- C. The catcher must wear the protective gear provided. (Helmet and face mask, chest protector, and shin guards). Athletic supporters and cups are recommended for all players.

#### **IV. PITCHING**

- A. The Coach-Pitcher must be the manager or a coach from the team at bat.
- B. The coaches (adults) will pitch all the games during the season.
- C. Each batter will have a maximum of six (6) pitches to put the ball into play.
- D. Prior to the sixth pitch, the coach-pitcher will call out to the playing field, “last pitch”.
- E. On the sixth pitch, the batter will be called out if the ball is not put into play. If the last pitch is fouled off, the batter will continue to bat until he/she misses the ball, does not swing or hits the ball into play.
- F. There shall be no walks.
- G. No underhand pitching will be allowed. Pitcher (adult coaches) must stand ON the rubber when delivering the pitch. Over hand pitches should not be thrown with excessive arch.
- H. The defensive pitcher (player) must be positioned so as not to interfere with the coach-pitcher, but may not be in front of the pitching rubber.
- I. When the ball is hit, the coach-pitcher will not interfere with the defensive players. He should crouch down at the mound or leave the playing field.
- J. The coach-pitcher forfeits his right to coach his base runners while his team is at bat.

#### **V. OFFENSE**

- A. The batting rotation shall consist of all team players in attendance at the game. This means that if thirteen (13) players are in attendance, all thirteen must bat in order before the first player comes to bat again. All players arriving late to a game must be inserted at the bottom of the batting order as it was at the beginning of the game and shall bat the first time that position comes up.
- B. All players in attendance will bat in the first inning regardless of the number of outs recorded.
- C. After the first inning, each half inning shall consist of three outs or a complete rotation of the batting order, whichever occurs first. If three outs occur first, the following inning

shall begin with the next regularly scheduled batter. An example of a complete rotation of the batting order would be to have the seventh batter through the sixth come to the plate before three outs have occurred. If the last batter in a rotation comes to the plate, it will be considered to be two (2) outs.

- D. There will be no "on deck circle" for practice swings either inside or outside the field fencing. All practice swings will be done at home plate. This is a safety issue due to the number of siblings and small children who attend the games.
- E. A batter must take a regular full swing at the ball, with an automatic out occurring if the ball is intentionally bunted.
- F. A batter who throws the bat, even accidentally, shall be given a warning. Subsequent offenses by the same batter shall result in an automatic out and all base runners must return to their original bases.
- G. Adult coaches are allowed at first and third base. These coaches must remain at least three (3) feet from the base line. Any physical contact with the runner(s) during a play will result in the automatic out of that runner(s).

## **VI. DEFENSE AND BASE RUNNING**

- A. A team may play a maximum of ten (10) players and a minimum of eight (8) players on the field. All defensive players shall generally play regular baseball positions, except that the tenth player may play at any location on the field. The tenth player is allowed to rotate his position on the field during the inning, providing such rotating does not delay the normal process of the game. The tenth player is the only player allowed to change defensive position during an inning.
- B. No defensive player, except the pitcher and the catcher shall be closer than forty-five (45) feet to the batter when the ball is hit.
- C. **Definitions:**

**"Possession"** is defined as having the ball in one's hand or glove.

**"Infield area"** is defined as the imaginary rectangle formed by the extension of the backstop to a point five (5) feet beyond first and third base and turning at 90 degree angles to intersect approximately seven (7) feet behind second base. The "outfield area" is the area beyond the "infield area" and within the imaginary extension of the backstop.

**"Going to"** is defined as being definitely on the way to the next base. Simply being past the previous base does not automatically qualify the runner as being on the way to the next base. It is important to note that a runner is eligible to be thrown out even if they are not entitled to the base they are attempting to advance to. If a player has advanced safely to a base beyond which they are entitled, the runner is awarded a safe return to the prior base once the ball is dead and the play over.

- D. Teaching the fielders to make basic baseball plays without fear of the impact of potential failure is important to the development of the defensive player. Therefore the following rules apply to what base a runner is entitled to as a result of a hit fair ball:
1. A hit fair ball initially retrieved in the "**infield area**": The runner(s) is only entitled to the base they are going to at the time of retrieval by any player, regardless of whether the retrieved ball is held or thrown. No extra bases will be allowed for overthrows.
  2. A hit fair ball initially retrieved in the "**outfield area**": The runner(s) is entitled to the base they are going to at the time the ball has been returned to the possession of any player, infielder or outfielder, who is in the "**infield area**".
- E. Time out shall not be called until the ball is considered "dead".
- F. Free substitution is permitted on defense, except that such substitutions can take place only between innings. During an inning a player cannot be brought off the bench to play except in the event of an injury. Players cannot change positions during an inning with the exception of the tenth player as described in rule A.
- G. All attending players shall receive equal playing time and must play defense at least three (3) innings per game. No player shall sit out two consecutive innings. It is recommended that managers rotate all players rather than simply platoon the lesser defensive players.
- H. No player shall play the same position more than one (1) inning in any game.
- I. A maximum of one (1) adult (at least 18 years old) defensive coach may be positioned in the "outfield area" for the purpose of giving placement and throwing advice to the defensive players on the field.
- J. Base stealing is not allowed. Base runners must be in contact with the base at the time the ball is hit. Leaving a base too soon shall result in an automatic out for the runner and all action being replayed.
- K. Runners have three options to avoid a collision: slide into the base they are going to, step around a fielder, or pull up and allow themselves to be tagged.
- Note: A collision that occurs when an errant throw draws a defensive player into the path of a runner is considered to be incidental contact. It is not interference, and no penalty will be imposed to either the defensive or offensive player.
  - Conversely, a fielder while not in possession of the ball, not about to field a batted ball or about to receive a thrown ball, may not impede the progress of a runner who is legally running bases.