



# *2019 RYS Baseball Coach's Manual*

❖ **T-Ball**

❖ **Coach Pitch**

❖ **Rookie** (Machine)

**Table of Contents**

General Information

- Statement of Intent..... 2
- Objectives ..... 2
- Volunteerism..... 2
- Manual..... 2
- Rain Out Information..... 2

Coach Etiquette and Responsibilities..... 3

- Coach Responsibilities..... 3
- Coach Do’s & Don’ts..... 3

Umpire Responsibilities..... 4

Rain Out Procedures ..... 4

Discipline, Forfeiture Procedures and Protests ..... 5

- Discipline Procedures ..... 5
- Protest Procedures..... 5

Game Rules

- 1.0 Game Play – T-Ball League..... 6
- 2.0 Game Play – Coach Pitch League ..... 8
- 3.0 Game Play – Rookie League..... 10

## General Information

<b><i>Statement of Intent</i></b>	To provide a well-organized athletic program and to instruct all youth in the basic fundamentals of a given sporting activity, with an emphasis on team spirit, leadership and sportsmanship.
<b><i>Objectives</i></b>	The participants are expected to gain self-confidence through team play and to develop their skills to the best of their individual capabilities. The emphasis should always be on good sportsmanship and the belief that each player is a winner. The coach must also impress upon the players that the team wins or loses the game, not the individual players.
<b><i>Volunteerism</i></b>	RYS is an all-volunteer program. Therefore, it may become necessary for a parent to umpire a game. RYS is grateful to all volunteers.
<b><i>Manual</i></b>	This manual is intended to assist coaches in managing the game of baseball. Not all rules or situations are covered. However, some situations are hi-lighted to help the participants, coaches and spectators have a positive experience. The Baseball Committee reserves the right to modify, change or eliminate any part of the Coach's Manual, as it deems appropriate and necessary. All efforts will be made to inform all parties of any changes.
<b><i>Eligibility of Players</i></b>	All players must have their registration approved by the Baseball Committee before the start of league play. A player's age is determined as of September 1st and this will be considered the player's age throughout the season. High School eligible players are ineligible until the high school season has concluded. Teams moving from Rookie to Prep League will be required to be drafted by the coach (with the exception of the coach's son or daughter who is automatically placed on the team). Individuals moving from Rookie to Prep League will need to be evaluated.
<b><i>Draft</i></b>	Player alignment / drafts meetings are held for T-Ball, Coach Pitch, and Rookie to assign players to teams. At the higher levels of play the draft is designed to promote parity among teams in Prep, Minor, and Junior Leagues. Teams and individuals moving from Rookie to Prep League will be drafted onto a team. For teams and individuals moving up to Prep League, the coach will be required to draft all members of the team or individual players, excluding the head coach's son or daughter. All players will be evaluated by the coach at season end or through the evaluation process. Players not evaluated will be placed in a sealed "blind" draft for purposes of being chosen by a team.
<b><i>Rain Out Information</i></b>	You can check the website: <a href="http://www.racineyouthsports.com">www.racineyouthsports.com</a> after 4:30 PM. You may also call 886-8970 after 4:30 PM and listen for a possible message. A decision of a game(s) being cancelled due to inclement weather or field conditions will be made by this time.

## Coach Etiquette and Responsibilities

A coach's attitude can motivate the players and spectators in a positive or negative way. The coach's approach to the game should be respect toward the officials, the game, its rules and all participants, parents and spectators. The coach is key to the program.

***Coach Responsibilities*** (This list is not all-inclusive, but rather is an essential guide.)

- ◆ Teach and practice good sportsmanship at all times
- ◆ It is mandatory for coaches to show up for all coaches' meetings or send a representative
- ◆ Be able to relate the intent and objectives of the program to the parents
- ◆ Be willing to put the RYS objectives before your personal goals
- ◆ Ensure all assistant coaches and players are knowledgeable of game rules and etiquette
- ◆ Practices may be conducted more than three times per week; however, players are only required to attend three practices, including games.
- ◆ Insure that the playing field and equipment is safe for play; inform league representative of unusual conditions. If any equipment is not to manufacturer's specifications, it must be reported to the Sports Director or turned in for exchange, i.e., cracked batting helmets.
- ◆ Know basic first-aid practices and emergency procedures; report all injuries to the Sports Director
- ◆ Insure all players are safe and are wearing all safety equipment. All catchers must wear protective equipment. Male catchers must wear a supporter and cup.
- ◆ Coaches must maintain their composure and behavior during all scheduled games and practices.
- ◆ Advise any unruly spectator to cease their action or leave the playing area.
- ◆ Provide assistance in enforcing all rules and disciplinary actions with umpires when necessary.
- ◆ Coaches, players, spectators or umpires will not tolerate profanity or abusive language.
- ◆ Any coach who attends a practice session or scheduled game intoxicated or under the influence of drugs or alcohol will be expelled from the league permanently.
- ◆ Smoking or use of intoxicating beverages or any drugs are not permitted at practice or on the playing field or bench by any coach, player or spectator.
- ◆ Coaches must remain at practice sessions and scheduled games until all of the team members are picked up by a parent or guardian, or are taken home by one of the coaches or parents
- ◆ The coach or assistant coach must report 15 minutes before the arrival of the team for each practice or game
- ◆ Insure that all players participate in practices and games
- ◆ Insure that each player regardless of ability feels important
- ◆ Only one designated head coach to be determined at the pre-game conference is permitted to request time from the umpire to discuss game situations
- ◆ Home team will supply the official scorekeeper. Visiting team is responsible to verify the score with the home team at the end of each half inning. Opposing teams must be given players numbers in the correct batting order.
- ◆ For Rookie League the *Home* coach is responsible for calling in or submitting via website the final score of a game by midnight of the game day.
- ◆ Each team will furnish one new game ball before the start of game. Coach and T-ball leagues need only one ball per game.
- ◆ Inform all players and spectators that they must remain behind the backstop (only on the bench sides and not directly behind the batter)
- ◆ If no umpire is available for a game, an agreed upon volunteer or coach will umpire. They can do this from either behind the pitcher or catcher. A game cannot be rescheduled due to lack of an umpire. In cases where a parent or coach is umpiring, both teams have the right to put on umpire in the field.
- ◆ Keep team rosters up-to-date and inform the Sports Director of any changes
- ◆ Evaluate your team members at the end of the season and provide the evaluation to the Sports Director.
- ◆ Coaches should consider "Umbrella Liability Insurance" coverage (obtained through their current insurance company).

### ***Coach Do's and Don'ts***

- ☺ Do show common courtesy to return all calls (up to 9:00 pm) or correspondence.
- ☺ Do use a 2x4 as a cushion when setting the pitching rubber.
- ☺ Do go over the ground rules prior to the start of EACH game.
- ☺ Do play the game if no umpire shows up, inform the Head of Umpires of the lack of an umpire immediately after the game
- ☺ Do have consideration and respect for the losing team by not running up the score
- ☹ Do not voice criticism in public of officials, coaches or the program. Any comments, preferably in writing, should be made to the Sports Director or your league representative.
- ☹ Do not conduct practice or play a game prior to the league draft.
- ☹ Do not conduct practice or play a game without a coach or assistant coach present.
- ☹ Do not allow practices to exceed two hours per practice.
- ☹ Do not pull out the straps on bases when removing the equipment.
- ☹ Do not ask the umpire(s) to remain if a game has been forfeited for any reason
- ☹ Do not call the umpire to reschedule a game.

## **Umpire Responsibilities**

The umpire is to arrive at the field at least 15 minutes before the scheduled start of the game. Five minutes before the scheduled start, the umpire is to clear the field of all practice and begin the pre-game conference. Present at the conference will be a minimum of the designated head coach and one player representative. The conference is to be held behind home plate. The designated head coach will be determined at this time and will sign the umpire's score sheet.

The umpire will control the game at all times. He or she will listen for unsportsmanlike comments and take action as necessary. The umpire(s) are also responsible for controlling coaches, players and spectators, although the coach will assist as necessary when players and or parents are unruly. Umpires are empowered to give warnings and eject players, coaches or spectators, but ejections may occur without (see Ejection / Suspension Procedure) as necessary. The umpire is to evaluate the team and coaches for sportsmanship on the Umpire Pay Sheet and turn this in to the Head of Umpires.

All ejections, warnings, and unusual situations are to be reported to the Head of Umpires immediately following the game in which the incident occurred.

The plate umpire is responsible for calling time outs, stopping a game due to lightning, confirming a score between innings, keeping track of time and recording protests. The plate umpire is to watch for pitching, fielding and baserunning infractions. The plate umpire will assist the base umpire only when asked by the base umpire.

The base umpire's primary responsibilities include calling time outs, watching for pitching, fielding and baserunning infractions. He or she will assist the plate umpire only when asked by the plate umpire. In the event of rain causing a game to be postponed, the game will be rescheduled. If the game was rained out, the home team coach has primary responsibility to call the league office and inform them of the rain out. The home team call must be made within 48 hours of the start of the scheduled game that was rained out.

## **Rain Out Procedures**

Weather permitting; all scheduled games must be played. If a team cannot play a game for non-weather related reasons, the postponing coach is responsible for calling the RYS office with appropriate time so the umpire(s) may be cancelled. The postponing coach is responsible for getting a replacement field, date, and to make any necessary arrangements or accept a forfeit. RYS is not responsible for obtaining fields or umpires for games that are not rescheduled by RYS, except rained out games. If a rescheduled game is not made up as scheduled, the game will be forfeited.

The rescheduling of a game cancelled due to weather will be determined by the RYS office and will be published on the RYS website. Cancelled games will normally be rescheduled for the following Friday or Saturday. If a team cannot play the rescheduled game, that team will forfeit the game. If possible, an advance rainout makeup schedule will be provided.

## Discipline, Forfeiture Procedure and Protests

### *Discipline Procedures*

It is understood that the plate umpire is in charge. Any umpire has the authority to warn or eject any coach, player or spectator for unsportsmanlike conduct or for defined infractions of the rules. A warning is not a prerequisite to an ejection. The coach is also responsible for taking charge of the players, assistant coaches and spectators before, during and after the game. The coach must assist the umpire(s) in enforcing ejections and abide by them regardless of their opinion. Play will not continue until the offender is out the playing area. Failure of the offending person(s) to leave in a reasonable amount of time will cause the game to be forfeited.

All ejections will be reported and reviewed by the Baseball Committee. The Committee will use the following to determine penalties for any unsportsmanlike conduct.

#### Suspension/Ejection Table

<i>Number of Offense</i>	<i>Penalty</i>
1 <sup>st</sup> Offense	Suspension for remainder of game plus next game; the offending person has a right to appeal within 24-hours from occurrence in question.
2 <sup>nd</sup> Offense of same ejected person	Suspension from all RYS activities until season end; a review of the offending person will be conducted by the Infractions Committee.

Note: If the violation is flagrant enough, the Baseball Committee can choose to take other appropriate action.

### *Protest Procedures*

A protest must be declared at the point of the infraction and must be filed with the umpire (if more than one umpire is working the game, the plate umpire is the umpire-in-chief (UIC)) and opposing coach before the next pitch or before the UIC leaves the field of play. The protest must be submitted **in writing** within 48-hours to the Sports Director and Head of Umpires and must include the following information: inning, number of outs, batter and jersey number, batter's count, baserunner's location and jersey number. A detailed explanation must also be included to the justification of why the game is under protest. The UIC will also record this information on the back of the Umpire Pay Sheet and report the protest to the Umpire Coordinator.

A protest will be considered only when it is based on an interpretation of playing rules or the use of an ineligible player. **No protest will be considered on a decision involving an umpire's judgment.**

The Protest Committee shall convene to discuss the merits of the protest. The Committee will consist of the Sports Director, Baseball Committee personnel, and Head of Umpires. The Committee shall act as quickly as possible to resolve the protest. The decision by the Protest Committee is final. If the protest occurs during playoffs or championship game, a Baseball Committee designee will handle it at the time of the protest and this decision is final.

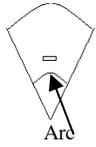
The exception to the protest time frame as outlined above is player eligibility, which will apply the entire season. If a player is discovered to be ineligible to play in the assigned league because of age regardless of when during the season the discovery was made, that player will be placed on a team in an appropriate league and will be suspended for two games. If a player is found to be ineligible due to an RYS oversight, the player will be placed in an appropriate league but will not be suspended. Any requests for a player to be assigned to a league that is not age appropriate must submit this request in writing and approved in writing by the Sports Director prior to the start of the season. If a protest is allowed, the game will resume from the exact point of when the infraction occurred. The League and Head of Umpires shall select the date and time and umpires to resume a protested game. All protested games will be made up prior to the end of the season, if it has a possible bearing on the final standings. If the protesting team is not able to field a team for the designated make-up time, the protest shall be ruled invalid and the results of the game shall stand. If the non-protesting team is not able to field a team for the designated make-up time, the game shall be forfeited and a score of 7-0 shall be awarded to the protesting team.

Note: Failure to follow the above procedures will result in the protest being nullified.

## 1. T-Ball League

### Game Play

- 1.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 1.02 Field Dimensions** **The bases will be 50' apart** measured from the back of edge of 1<sup>st</sup> and 3<sup>rd</sup> base to the center of 2<sup>nd</sup> base. Coaches are to bring the drop down bases provided and use the Home team's bases on the field for the game. Look for orange marks on grass at 50 feet on 1<sup>st</sup> and 3<sup>rd</sup> base sides.
- 1.03 Equipment** Players may wear soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 1.11b, *Batting: Manufacturer Mark*). League Team issued shirts and hats are required. Baseball pants, jeans or sweat pants are recommended.
- 1.04 Game Length** **All games will be five innings or 60 minutes, whichever comes first.** No new inning will start after 60 minutes from the start of the game. Games stopped for more than five minutes other than in cases of lightning (see 1.05, *Lightning*) will stop the game clock. In cases of lightning, the clock will stop immediately. The game clock will restart at the first swing of a batter.
- Note: An end-of-game quick conference between both coaches should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).*
- 1.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Sitting in the dugout or covered bench is NOT adequate protection from lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete the game, that team will forfeit the game.
- 1.06 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. A team may complete a game with only eight players available. Standings are not kept for the T-Ball League.
- 1.07 Slaughter Rule** The team at bat gets three outs per inning unless five runs are scored. **Once a team scores five runs, the sides will switch when the fifth run crosses the plate.**
- 1.08 Pre-game and Conference** The base coaches will serve as umpires. Line-up cards should be exchanged at the pre-game conference. Both the first and last name along with jersey number will be listed on the official line-up card.
- 1.09 Coaching** T-Ball coaches/parents are allowed onto the field of play but will be **limited to five.**
- 1.10 Fielding** Ten defensive players, if enough players are present, must be placed on defense. If ten defensive fielders are in the field, five must be used as outfielders and **must** remain in the outfield (grass edge) and are not allowed to move into an infield position, i.e., deep short. The coach or parent-delegate will act as catcher. In T-Ball, both coaches must agree on a number of defensive players if more players than 10 are being used on defense.
- 1.10a Fielding: Unassisted Putout** <sup>◇</sup> No unassisted putouts are allowed unless the putout is by the defensive player assigned that base. Eg: 1<sup>st</sup> baseman to 1<sup>st</sup> base; 2<sup>nd</sup> baseman to 2<sup>nd</sup> or 1<sup>st</sup> base; SS to 2<sup>nd</sup> or 3<sup>rd</sup> base; 3<sup>rd</sup> baseman to 3<sup>rd</sup> base. The pitcher must throw the ball to the



**1.11 Batting**

respective defensive player for the putout. Force-outs by any fielder will not be allowed at home. Only five swings will be permitted otherwise an out will be recorded. A ball must go past the designated arc (see "Arc" diagram), which is about 25 feet into fair territory to be considered a fair ball. All players will be in the batting order regardless if he or she playing defensively. Players are warned individually two times regarding throwing the bat, on the third offense the previously warned batter will be declared out.

1.11a Batting:  
Bat Type Wood and metal or composite bats are allowed.

1.11b Batting:  
Bat Specifications See the Bat Rules document for the specifications.

**1.12 Base running** Leading off is not permitted. If the ball is hit into the outfield and subsequently returned to the infield **by touching the infield dirt or an infielder standing in the infield**, all runners must stop and go to the nearest base. This will be an automatic "time-out". Runners are not allowed to advance on any overthrow. Players do not have to wear headgear on the bases.

**Note:** In the spirit of fair play, please report violations that cannot be resolved to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).

## 2. Coach Pitch

### 1.0 Game Play

- 2.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 2.02 Field Dimensions** The **bases will be 50' apart** measured from the back edge of 1<sup>st</sup> and 3<sup>rd</sup> base to the center of 2<sup>nd</sup> base. Coaches are to bring the drop down bases provided and use the Home team's bases on the field for the game. Look for orange marks at 50 feet on 1<sup>st</sup> and 3<sup>rd</sup> base sides.
- 2.03 Equipment** Players may wear soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 2.11a, *Batting: Bat Size*). League Team issued shirts and hats are required. Baseball pants, jeans or sweat pants are recommended.
- 2.04 Game Length** **All games will be six innings or 75 minutes, whichever comes first.** No new inning will start after 75 minutes from the start of the game. Games stopped for more than five minutes other than in cases of lightning (see 2.05, *Lightning*) will stop the game clock. In cases of lightning, the clock will stop immediately. The game clock will restart at the first pitch by the coach pitcher.
- A game is considered complete after 3 ½ innings and will not be replayed or continued. In the event of rain while the game is in progress, the coaches will decide if the game is to be continued if 3 ½ innings have not been completed. Rained out games will only be rescheduled if mutually agreed upon by the two head coaches. Games that are rained out are not required to be made up per the rain out procedures.
- Note: An end-of-game quick conference between both coaches should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).*
- 2.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Sitting in the dugout or covered bench is **NOT** adequate protection from lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete and official game, that team will forfeit the game by a score of 7-0.
- 2.06 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. A team may complete a game with only eight players available.
- 2.07 Slaughter Rule** **The team at bat gets three outs per inning unless five runs are scored.** Once a team scores five runs, the sides will switch when the fifth run crosses the plate.
- 2.08 Pre-game and Conference** Prior to the start of the game each team will select one umpire. Home team will provide the plate umpire for the first three innings and visiting team will provide the field umpire for the first three innings, at which time they will switch unless otherwise *mutually agreed* upon to do it another way..  
Line-up cards should be exchanged at the pre-game conference. Both the first and last name along with jersey number will be listed on the official line-up card.
- 2.09 Coaching** Coaches may not aid the runner by any physical means. The penalty is that the runner is called out. Coaches or designated assistant coaches will pitch to his/her own team.
- 2.10 Fielding** Ten defensive players, if enough players are present, must be placed on defense. If ten

defensive fielders are in the field, five must be used as outfielders and **must remain in the outfield (grass edge)** and are not allowed to move into an infield position, i.e. no deep short. The coach or parent-delegate will act as catcher.

## 2.11 **Batting** ◊

Each player remains in the batting order regardless if he or she is in the field. Each batter is given five pitched balls. The batter is out if he or she fails to hit any of the five pitches. One extra pitch is awarded on a “ticked” last pitch. In the event a batted ball strikes the pitcher, the hit is ruled dead, the batter is awarded 1<sup>st</sup> and no runners may advance unless forced. A ball must go 25 feet to be considered a fair ball. Players are warned individually two times regarding throwing the bat. On the third offense the previously warned batter is out. All players will be in the batting order regardless if he or she playing defensively.

### 2.11a Batting: Bat Type

Wood or metal and composite bats are permitted. Dented or repaired bats are not permitted for use during practice or at game times.

### 2.11b Batting: Bat Specifications

See the Bat Rules document for the specifications.

## 2.12 **Baserunning**

Leading off is not permitted. If the ball is hit into the outfield and subsequently returned to the infield **by touching the infield dirt or an infielder standing in the infield**, all runners must stop and go to the nearest base. This will be an automatic “time-out”. Runners are not allowed to advance on any overthrow. Players do not have to wear headgear on the bases.

**Note:** In the spirit of fair play, please report violations that cannot be resolved to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).

### 3. Rookie League

#### 2.0 Game Play

- 3.01 Rules** The league will play National Federation (WIAA) Rules with the following exceptions and clarifications:
- 3.02 Field Dimensions** The bases will be 60 feet as measured from the back edge of 1<sup>st</sup> and 3<sup>rd</sup> bases to the center of 2<sup>nd</sup> base. The pitching rubber shall be 42 feet measured from the front edge of the rubber to the tip of home plate. The pitching machine shall be placed accordingly.
- 3.03 Equipment** Players may wear soccer-style or tennis shoes. No metal spikes allowed. Wood bats are allowed (see 3.13a, *Batting: Bat Size*). *Full uniforms* are required RYS hat & jersey and a player's own baseball pants (baseball sox optional).
- 3.04 Game Length** All games will be **six innings or 75 minutes, whichever comes first**. No new inning will start after 75 minutes from the start of the game. Games stopped for more than five minutes other than in cases of lightning (see 3.05, *Lightning*) will stop the game clock. In cases of lightning, the clock will stop immediately. The game clock will restart at the first pitch from the pitching machine.
- A game is considered complete after 3 ½ innings and will not be replayed or continued. In the event of rain while the game is in progress, the coaches will decide if the game is to be continued if 3 ½ innings have not been completed. Rained out games will only be rescheduled if mutually agreed upon by the two head coaches. Games that are rained out are not required to be made up per the rain out procedures.
- Note: An end-of-game quick conference between both coaches and/or designated umpires should occur 10 minutes prior to the end of the game (regardless where the game is at the 10 minute mark).*
- 3.05 Lightning** At the first sighting of lightning, the game will cease IMMEDIATELY! The game shall not restart until 30 minutes have past since the last sighting of lightning. Sitting in the dugout or covered bench is **NOT** adequate protection from lightning. Do not leave the area for at least 30 minutes. If a game can resume within 30 minutes and one of the teams is not available to complete an official game, that team will forfeit the game by a score of 7-0.
- 3.06 Starting and Ending of Game** An official game may be played if a minimum of eight players is present within ten minutes of the scheduled start of the game, otherwise the game shall be forfeited. A team may complete an official game with only eight players available.
- 3.07 Slaughter Rule** **The team at bat gets three outs per inning unless five runs are scored.** Once a team scores five runs, the sides will switch when the fifth run crosses the plate.
- 3.08 Pre-game and Conferences** Each team is permitted three to five minutes of infield practice before the scheduled start of the game. The home team will have the field last. The pre-game conference will begin promptly five minutes before the scheduled start of the game. The head coach (or in the case of a team having co-coaches, the head coach will be determined at this time) and one player representative from each team will be present at the pre-game conference. Games will start on time. Practice or warm-up time will be forfeited if time starts. Line-up cards must be exchanged at the pre-game conference. Both the first and last name along with jersey number will be listed on the official line-up card.
- 3.09 Umpiring** Both coaches shall umpire their own games and/or provide parents to make field calls.

The coach/umpire located at the pitching machine will feed the balls into the machine and is responsible for calling the pitch “hittable”, automatic time outs, all calls at home plate. If a field parent/umpire is available he is responsible for all field calls at each base except home plate. The team up to bat has their coach feed the pitching machine.

**3.10 Coaching**

Only one *designated head coach* may request “time” to have a discussion with a coach. Head coaches, assistant coaches, players and parents will refrain from the use of foul, abusive, threatening language toward any other coach, player (even their own son or daughter) or umpire on either team. Coaches will remain at least three feet from the designated umpire coach throughout the game.

3.10a Coaching:  
Obstruction

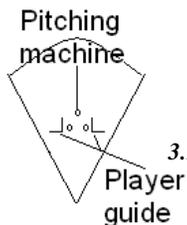
Coaches are not permitted to physically touch a runner during the pursuit of a play. The penalty is an out. Examples are aiding a runner if he or she falls, slowing a runner to keep him or her at the base or stepping in front of the runner to slow him or her down.

**3.11 Pitching**

A coach or volunteer of the team at bat will feed the pitching machine (this person is also the field umpire, see 3.11, *Umpiring*). **Prior to the start of the game, coaches from both teams will agree on the speed setting of the machine. Any adjustments must be made by both coaches and can only be made at the beginning of a new inning.**

3.11a Pitching:  
Pitcher Position

The pitcher must stand 2’ – 5’ either right or left of the pitching machine (Player guide), but not in front of the front leg or directly behind the machine at the time of the pitch (see diagram).



**3.12 Fielding**

**All players must play at least three complete defensive innings.** Ten defensive players, if enough players are present, must be placed on defense. Fielders except the catcher will keep one foot in fair territory until the ball has crossed the plate or the batter has made contact with the ball. The catcher must keep both feet in the catcher’s box until the pitch leaves the machine. Ten players will be on the field with four outfielders. **Outfielders must remain in the outfield (grass edge) until the ball crosses the plate and four of the fielders must be in the outfield. No Infield Fly Rule.**

3.12a Fielding:  
Pitcher

Position Before the pitch is delivered using the pitching machine, the pitcher must be in proper position. The pitcher must be at least even with the front leg of the machine and no closer than 3’ and no further than 6’ from the machine.

**3.13 Batting**

**All players will be in the batting order regardless if he or she is playing defensively.**

3.13a Batting:  
Bat Type

Wood or metal and composite bats are permitted. Dented or repaired bats are not permitted for use during practice or at game times.

3.13b Batting:  
Bat  
Specifications

See the Bat Rules document for the specifications.

3.13c Batting:  
Safety

**All batters must wear protective headgear.** Players are warned individually two times regarding throwing the bat, on the third offense, the previously warned batter is out.

3.13d Batting:  
Hittable Pitches

Each batter will be allowed **eight** “hittable” pitches. The umpire has the discretion to award an extra pitch for any ball judged to be not in the strike zone, unless the batter swings at the pitch. Three missed swings will be a strikeout. A “ticked” third strike will be considered a foul ball. If the catcher catches a ticked third strike, the batter is out. No batter will be awarded an automatic walk.

- 
- 3.13e Batting:  
Dead Ball Any batted ball that hits the pitching machine, designated umpire or pitcher will be dead. The batter will be awarded 1<sup>st</sup> base, all runners return to the base occupied at the time of the pitch unless forced to advance. When the ball is dead, a player must return their respective to base without penalty.
- 3.13f Batting  
Coaching The coach will encourage the batter not to step away from the plate after the pitch is made.
- 3.14 Base running** Leading off is not permitted. If the ball is hit into the outfield and subsequently returned to the infield **by touching the infield dirt or an infielder standing in the infield**, all runners must stop and go to the nearest base. This will be an automatic “time-out”. Runners are not allowed to advance on any overthrow. All players must wear protective headgear.
- 3.14a Courtesy  
Runner In the event a player is injured or becomes ill during the game, a substitute can run for this player. The courtesy runner will be the last batter out. If the injury occurs before the first out, the last batter in the order will run. The injured or ill player may be substituted with the last out only once per game, otherwise he or she shall be removed for the remainder of the game.

**Note:** In the spirit of fair play, please report violations that cannot be resolved to [info@racineyouthsports.com](mailto:info@racineyouthsports.com).