

**NEARTOWN
COACH PITCH
RULES**

- 1) Games are 1 hour or 4 innings whichever comes first. New innings cannot start after 50 minutes of play or 4 complete innings. At the 60-minute mark, the game is called and the score from the last complete inning is used to determine final score.
 - a. To begin an inning visiting team must be off the field and batter in the box.
 - b. Field and Dugouts to be evacuated as quickly as possible to prepare for next game.
- 2) RUN RULE: 3 runs or 3 outs for innings 1&2. 5 Run for inning 3&4.
- 3) PITCHING- Coach (for at bat team) will pitch to his/her own team.
 - a. Pitches should be thrown overhand but may be thrown underhand
 - b. Balls that hit coach are DEAD and batter/runners advance 1 base.
 - c. Coaches may not intentionally touch live balls.
- 4) BATTING- The batter receives 5 pitches or 3 strikes, whichever occurs first. If the 5th pitch is hit foul, the batter must swing at each pitch thereafter until they either strike out or hit the ball into play. A batter cannot strike out on a foul ball.
 - a. First Half of Season- the batter can use the batting tee after 3 pitches, if needed, as long as he has not yet struck out. Ex: If the batter has two strikes after receiving 3 coach pitches, he has one swing attempt at the tee. If the batter has one strike after 3 coach pitches, he has 2 attempts to swing.
 - b. There are no Walks
 - c. Every player must be included in the batting order and the batting order must stay consistent all game with the exception of injury or sickness. Every player must hit once before another can hit twice. Coaches should be prepared to substitute batting lineups prior to the start of the game if players arrive late.
 - d. When Ball is in play coach should move tee from home plate to allow runners to cross home plate unimpeded.
- 5) FIELDING- Teams can field 10 players on defense
 - a. Only 6 defensive players in the infield. 4 in outfield. (by agreement can play more in the outfield)

- b. Outfield defensive players have to start the play at the proper fielding positions and no closer than 1 step onto the infield grass (to assist with removing the temptation to play in the dirt rather than watch the batter). Pitcher must be positioned on the mound dirt to left or right of pitching rubber and no closer to the batter than the pitching rubber itself.
- c. Pitcher must wear a face protection mask/helmet
- 6) CATCHERS-
 - a. At a minimum catcher must wear: Catcher's helmet and mask, chest protector, shin guards, and throat protector
 - b. Male catchers must wear a protective cup.
- 7) END OF PLAY- A ball is considered DEAD when a Pitcher possesses the ball ON THE DIRT OF THE Mound and the infielder holds the ball in the air signifying the end of any attempted plays. Runners are allowed to complete progression to the base they were running to if they have made it more than halfway between the bases at the time the ball was considered dead. If the ball was considered DEAD before the runner got to the halfway mark, the runner must go back to the base he was coming from (umpire's discretion). Infielder must hold the ball up and wait for umpire to call "Time".
- 8) RUNNERS: [this section has inconsistencies between a. & e. – this attempts to resolve them]
 - a. Runners cannot advance on deadball overthrow. Runners can advance on a live ball overthrow at their own risk. A live ball overthrow is any overthrown ball that remains on the dirt area of the infield. Basically, as long as the ball is in infield territory, it is live until an infielder confirms any attempt at a play is over by raising the ball in the air.
 - i. **Live Ball Overthrow** – Any overthrow that results in the ball remaining on the infield field of play, which is also bounded by the foul lines.
 - ii. **Dead Ball Overthrow** Any overthrow that travels past the infield territory, which is also bounded by the foul lines.
 - b. No Steals or leads.
 - c. Runner can leave base upon contact of batter.
 - d. A runner is considered out if the player runs out of the baseline in an effort to avoid being tagged (umpire's discretion).

- e. Only the runner to the base in play is given an extra base in the event of a dead ball overthrow. This may result in the additional advancement of ONLY the forced runners ahead. (i.e. For an overthrow to 1st base, a prior baserunner at 2nd base would also advance to 3rd. However, if there was no 2nd baserunner, then a prior 3rd baserunner would NOT advance)
- 9) COACHES-
- a. OFFENSIVE - Up to three 3 coaches allowed on field: Pitcher, 1st base, and 3rd base. One coach must stay in dug out at all times.
 - b. DEFENSIVE- Up to 2x defensive coaches may be placed on edge of outfield between 1st and 2nd and between 2nd & 3rd.. All other coaches must remain in dug out.
 - c. Coaches may not touch or aid runners or fielders when ball is live.
- 10) FIELD AND GAME PREPERATION-
- a. Home team is responsible for:
 - i. Pregame field prep-
 - 1. Raking
 - 2. Lines and basses
 - 3. Batter's box
 - 4. Tee
 - 5. Score board
 - b. Visiting Team is responsible for:
 - i. Post game field prep
 - 1. Rake or drag around bases
 - 2. Clean and replace equipment
 - c. Both Teams responsible for:
 - i. Cleaning Dug Outs
 - ii. Leaving No Trash on Field
- 11) UMPIRES AND SCORE KEEPING-
- a. The pitching coach on the mound is the Umpire. The final call is by the coach on the field.
 - b. Home team is responsible for official scorekeeping/score board
- 12) FAIR PLAY AND DEVELOPMENT
- a. No defensive player can sit out consecutive innings.
 - b. No Player can play same position consecutive innings
 - c. Teams will use a catcher-
 - d. Dissent and poor sportsmanship from players will be addressed by the coaches

- e. Dissent and poor sportsmanship from coaches and or parents should be reported to the league.
- f. Players must attempt throws to the correct base. It is NOT acceptable for Pitchers to field batted balls by running to bases to make the tag themselves, even if a defensive player shortage creates an open position (i.e. playing without a catcher).

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HELPFUL COACHING GAME TIME HINTS

Please take these as my learned experiences coaching little ones. Take what the ones u like and ignore the one that you don't:

- 1) Some of players are so small the uniform pants don't fit. Academy sells pants for around \$10. As long as all white they will match the team.
- 2) Keeping the players gear together can be trying. Some teams make baskets/buckets with players name and place them by bench. Also making name signs (Laminated) that can attach to fence. Put them in order of batting line up. I try to get kids early to be responsible for their own gear. Its a lagniappe that it makes parents happy.
- 3) T-batters. Put the fastest kids at the front and end of batting order. Last batter gets to run all the bases. I like to bat 1-9 first inning then 9-1 second and then back 1-9 for final inning.
- 4) I ask my team to be there 30 minutes before game in Uniform. This never fully happens but does help get them there on time. Games should start promptly as possible.
- 5) Parents want to help but sometimes don't know how. You have to let them know. Having snacks at end of the game is an easy parent thing to do. Relieve yourself of that duty early. Let the parents sort out details. You should not have to think about it.
- 6) After each game have a brief discussion with the team and give out game ball to someone who played well. But be mindful to clear dugout and field as soon as possible so next team can get in. Parents like to hear the pep talk. If you do it near the bleachers or sidelines invite them to listen.
- 7) Generally Home team sets up and Visitors tear down. Of course depends if you are first or last game on the schedule. Make sure to pick up trash after each game..
- 8) If parents complain about game or playing time... be gentle. If they complain too much direct them to the Player-Agent.
- 9) For my team I have strict uniform policy-- Hats or helmets while on field, jersey etc... I think its part of the tradition of the game. That said I don't enforce it.
- 10) Have a bench coach- A kid wrangler. Getting helmets and bats, gloves and hats is a stress u should put on someone else. T-ball coaches will be at the tee and CP coaches on the mound so imperative you have a good wrangler. Give them a batting order and let them get them in order. Allows you to coach.

11) T-ball- I tell kids first one out of dugout with all their equipment on and ready gets the prime positions. I usually works out.

12) T-ball and CP- Don't stress. We are all are still trying get kids to run to the right base. As long as they are having fun we as coaches are doing our jobs.