

SYC LL Baseball

2020 Hybrid Coach Pitch Minors Division



Severe Weather: If thunder or lightning occurs, the game or practice will stop immediately and all players must seek shelter. The game or practice will not be resumed until 30 minutes after the last clap of thunder is heard, or the last bolt of lightning is seen. If severe weather is forecasted, the league will make every effort to notify managers and coaches in a timely manner. Managers/coaches are empowered to make sound decisions. Safety is of utmost importance; **if in doubt, suspend play**.

The Hybrid Coach Pitch Minors (HCPM) Division is an instructional league where the goal is to teach players the fundamentals of the game along with learning the rules and strategies of baseball. This division emphasizes the importance of developing pitchers and catchers. The focus of this division is fun, fair play, sportsmanship, and teamwork.

SEASON:

The following is a proposed schedule for introducing the player pitch activities to the games. *The actual implementation of player pitching will depend on feedback from the HCPM Division managers to the SYC LL Board.*

1. June 19, 2020 (Start of Season):
 - a. Innings 1-5: Coach pitch
 - b. Inning 3: Player pitch
 - c. Innings 4-5: Coach pitch
2. July 6, 2020:
 - a. Innings 1-2: Coach pitch
 - b. Inning 3: Player pitch
 - c. Innings 4-5: Coach Pitch
3. July 20, 2020 to end of season (including playoffs):
 - a. Innings 1-2: Coach pitch
 - b. Innings 3-4: Player pitch
 - c. Inning 5: Coach pitch

ATTIRE:

1. ~~SYC jersey and hat must be worn during the game.~~
2. The catcher position is required to wear a cup. All other positions are strongly encouraged to wear a cup.
3. No metal cleats, open-toed shoes, or jewelry allowed.

EQUIPMENT:

1. Bats:
 - a. Only Little League approved bats may be used.
 - b. All bats must have the USA Baseball logo.
 - c. No bat shall be less than 27 inches in length. TeeBall bats (26 inch length) are illegal and will not be permitted for use.
 - d. No bat shall be more the 33 inches in length; nor more than 2-5/8 inches in diameter.
2. Helmets:
 - a. Helmets with jaw guards (i.e., cheek flaps or 'c-flaps) must be inspected to ensure the c-flap is the same manufacturer as the helmet (e.g., Easton c-flap installed on an Easton helmet).



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- b. The manufacturer certification letter must be available to show to the umpire and must be a hard copy print-out (no electronic formats will be accepted). Letters are available on sycwarriors.org or the Little League International website.
- c. The c-flap must be the same color as the helmet

FIELD:

1. Bases are 60' apart.
2. Player pitching will occur from a removable pitcher's plate at a distance of 46' (measured from the back point of home plate to the front edge of the pitcher's plate).
3. All players on the batting team must stay in the assigned seating area adjacent to the bench; each player will be assigned a spot to set up a chair and equipment, delineated by a spray painted "X" in this area. No visiting with or sitting with parents. Only players and adult manager/coaches may be present in the bench/dugout area.
4. The offensive team MUST provide a 1st and 3rd base coach and a coach pitcher.
5. The home team preps the field before games. The visiting team drags the field after games. Each team is responsible for their own dugout and fan area.

UMPIRES:

1. For games without umpires, managers and coaches will serve as the umpires. The coach pitcher will act as chief umpire and will be responsible for making all calls. Judgement calls will not be disputed.
2. For games with umpires, the umpire is the authority on the field of play. Mistakes will be made and they should be taken as part of the game. No games shall be played under protest. Umpire decisions will be final. There will be a zero-tolerance policy in regards to conduct towards the umpires.

TEAM:

1. The home team is listed first on the schedule and will occupy the 1st base dugout.
2. Number of Players - 10 fielders total (4 outfielders).
3. The catcher position must always be occupied; if only 9 players are available, play with 3 outfield positions.
4. No game may begin without 9 players. ~~No game may continue without 9 players (e.g., player injury).~~
5. If a team may not be able to field a minimum of 9 players, a player pool is available to provide an additional player to fill-in and allow the game to be played. The Player Agent must be contacted within 24 h of game time to arrange for a player pool player.
6. Teams shall utilize a continuous batting order and free substitution of fielders is permitted.

PLAYER ROTATION:

1. Each game, players must play an infield position for two innings (minimum).
2. ~~No player shall be allowed to play any single infield position more than two innings per game.~~

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3. Every player must take an equal turn on the bench throughout the season. In a single game, no player can be on the bench for a second inning until all other players have been on the bench for one inning.

GAMEPLAY:

1. Each team will provide three baseballs in good condition. These will be used exclusively by their team while on defense and will be taken into the bench area at the end of each half inning to be sanitized. No switching of baseballs may occur between teams. Any balls hit or thrown out of play shall be retrieved by a player on the defensive team – no spectators may touch game balls.
- ~~2. No new inning shall be started after two (2) hours from the start of the game. The home team Manager, or umpire if present, keeps the official game time and must announce the time of the first pitch of the game.~~
 - ~~a) If the game time limit is approaching, prior to the start of the inning, the Managers (and umpire if present) should convene and decide that it will be the final (unlimited runs) inning played.~~
 - b) If the game will be shortened because of darkness, prior to the start of the inning, the Managers (and umpire if present) should convene and decide that it will be the final (unlimited runs) inning played.
3. A maximum of four (4) board approved coaches are allowed in the dugout area during games. These coaches must remain the same for the duration of the game; teams may not switch or substitute coaches during a game.
4. One defensive coach shall be allowed on the field during play and one defensive coach shall be positioned near the catcher. The purpose of the defensive coach in the field shall to be assist with player positioning, situational awareness, and post-play coaching points. The purpose of the defensive coach near the catcher is to help develop the skill position of catcher and help return balls to the catcher.
5. There is no infield fly rule or stealing home in the HCPM division.

PLAYER POSITION:

1. Infielders should not crowd the batter. Infielders shall not play any closer than five (5) feet in front of the base path. Outfielders must play on the edge of the infield/outfield grass or at least 10 feet behind the base path (for positioning purposes only, the base path will be considered a direct line between bases).
2. When a coach is pitching, the player pitcher must stand within four (4) feet to either side of the coach pitcher and at a distance equal with the 46 feet pitcher's plate.
3. Outfielders CANNOT cover bases, take throws, or make outs at any base.
4. An outfielder must make a throw to an infielder at any base to register an out. The intent of the rule is to teach the players the fundamentals of each position, encourage outfielders to make the throw, and teach the infielders to cover the base.

GAMEPLAY: COACH PITCHING:

1. A coach shall pitch to his own team at a distance no less than 40 feet from home plate.
2. Coaches will have a maximum of three baseballs (one in hand to pitch and two in glove). Coach pitchers must hold the extra baseballs so they do not confuse players in the field during a live ball situation.
3. Coaches must pitch overhand, with a full range of motion and avoid pitching with an arc. Coach pitchers shall not, under any circumstances, kneel or sit while pitching to a batter.

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4. Coaches need to encourage players to swing the bat.
5. Strikes are called when a player swings and misses the ball or hits a ball into foul territory with less than 2 strikes. Strikes are not called on pitches the batter does not swing at.
6. A player hit by a coach pitched ball is NOT awarded first base.
7. Coaches will pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.
 - a. If a player fouls the sixth pitch, another pitched ball will be offered.
 - b. If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
 - c. If the sixth pitch is unhittable (i.e. excessively high, bounces before crossing the plate, hits the batter, or is otherwise out of the batter's reach), another pitched ball will be offered.
8. No base stealing allowed any time a coach is pitching (i.e., neither during coach pitch innings nor coach pitch relief during player pitch innings).
9. All infield hits are one (1) base only.
10. Encourage all throws to every base to develop players. No additional bases awarded for balls that go out of play.
11. Coaches in the field must attempt to get out of the way of a pitcher fielding the ball. Note: the ball is live and in-play if it contacts a coach.
12. The player pitcher must stand within four (4) feet to either side of the coach pitcher and at a distance equal with the pitcher's plate (46').
13. Outfield hits *are not* limited to one (1) base per base runner.
 - a. The ball is *not* dead once it is returned to the infield; the ball will remain live and in-play until the defense stops the runner from advancing.
 - b. Note: Coaches are strongly encouraged to not take extra bases that they normally would not take. Please remember we are here to teach fundamental baseball.

GAMEPLAY: PLAYER PITCHING

1. A player will pitch to his team from the pitcher's plate at a distance of 46 feet (measured from the back point of home plate to the front edge of the pitcher's plate).
2. Player pitchers must be league aged 7 or 8. ~~No league age 6 players may pitch.~~ No league age 9 or 10 players may pitch (in the rare instance a league age 10 player is participating in the division).
3. Pitch counts must be tracked.
4. No player pitcher will throw more than 50 pitches in a game per calendar day. Note: this is the pitch maximum for players league aged 7 and 8.
 - a. Note: A pitcher may finish pitching to a batter to complete the at-bat in which the maximum pitch count was reached.
5. Pitchers must receive proper rest after each game in which they pitched:
 - a. 36 – 50 pitches – two (2) calendar days of rest.
 - b. 21 – 35 pitches – one (1) calendar day of rest.
 - c. 1 – 20 pitches – no rest is required.
 - d. No pitcher can pitch three (3) consecutive days regardless of pitch counts.
6. Pitchers who have thrown 41 or more pitches are not eligible to play catcher for the remainder of that calendar day.
7. If a batter is hit by a player pitched ball, the batter will be granted 1B. If the batter is injured by the pitched ball, the last player out may be used as a substitute runner. Players

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- injured by pitched balls while batting must re-enter when physically and emotionally able.
8. Stealing bases:
 - a. There will be no stealing allowed from 1B to 2B.
 - b. Stealing from 2B to 3B is permitted on any player pitched ball.
 - c. No advancing/extra bases on any overthrow of a steal. If a runner advances on an overthrow he does so at his own peril and may be tagged out. Play shall not be stopped by umpire until play is over. Runners are sent back to original base stolen and are not considered safe at extra base taken.
 - d. There is no stealing home in HCPM division.
 9. All infield hits are one (1) base only.
 10. Encourage all throws to every base to develop players. No additional bases awarded for balls that go out of play. Outfield hits are not limited to one (1) base per base runner.
 - a. The ball is not dead once it is returned to the infield; the ball will remain live and in-play until the defense stops the runner from advancing.
 - b. Note: Coaches are strongly encouraged to not take extra bases that they normally would not take. Please remember we are here to teach fundamental baseball.
 11. Balls and strikes are called by the offensive team's coach pitcher. Note: There will be an official umpire in the playoffs.
 12. Strike zone: armpits to knees, 1 ball width off plate.
 13. There will be one walk allowed by a player pitcher per inning. No additional walks will be allowed after the first walk in an inning. After the one walk, if a player pitcher throws four (4) balls, the coach pitcher takes over pitching; the number of strikes on a batter carries over from the player pitcher to the coach pitcher; and coach pitch rules go into effect. (e.g., no stealing).

GAMEPLAY – BATTING:

1. Continuous batting order. The batting lineup must be followed in continuous order throughout the game.
2. The use of an on-deck batter is prohibited. The first batter of each ½ inning may take practice swings on their bench side of the field while the defense warms up.
3. Players must wear protective helmet when at bat, running the bases, and while in the playing area.
4. Only one walk allowed in any player pitch inning. After the one allowed walk, no other batters may walk after four called balls.
5. The batter can strike out.
6. Coaches must encourage players to swing the bat but may not instruct the players to swing (or not swing) on specific pitches.
7. **Coaches will pitch a maximum of six pitches to a batter. If the batter has not hit the ball, or already recorded an out, the at-bat will be terminated after six pitches and an out will be recorded.**
 - a. If a player fouls the sixth pitch, another pitched ball will be offered.
 - b. If a player is hit by a coach pitched ball on the sixth pitch, another pitched ball will be offered.
8. A batter is out if the catcher maintains control of a foul tip on the third strike swing.
9. Batters must maintain one foot in the batter's box at all times during their at-bat.
10. There is no bunting in this division.

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CATCHERS:

1. The catcher must crouch down behind the plate in proper catcher's stance.
2. The catcher must be in full equipment which includes chest protector, leg guards, and mask with dangling throat guard.
3. Each manager is responsible for ensuring the catcher is safely and properly equipped and positioned at a safe distance from the batter.
4. The catcher **must** use a catcher's mitt during the player pitch innings. The catcher may use a regular glove during coach pitch innings.
5. Player catchers must warm up pitchers and, at a minimum, wear mask (with throat guard) and an athletic cup.
6. Managers and/or coaches are prohibited from catching a pitcher at any time (practice, pre-game, between innings, etc.) UNLESS actively coaching/demonstrating proper catching technique to a player catcher.

SCORING:

1. All runs must be scored by a ball hit into play.
 - a. Exception: The first walk of a player pitch inning will be awarded 1st base and may force a run home if the bases are loaded.
 - b. Exception: a batter hit by a pitch from a player pitcher will be awarded 1st base and may force a run home if the bases are loaded.
2. All innings before the last inning: 4 runs per inning, over the fence home run, all runs will count.
3. Last inning of the game: Unlimited Runs.
4. Extra innings allowed IF the score is tied AND time permits.
5. No new inning shall start after 2 hours from the start of the game.
6. Complete game:
 - a. 5 inning games; a complete game is 5 innings; official game is 4 COMPLETE innings.
 - b. 10-run rule is in effect for all games. If a team is up by 10 runs after 4 complete innings, the game is over. Note: 3 ½ innings if home team is winning.

POST GAME RESPONSIBILITIES:

1. **HOME TEAM** managers are responsible for reporting final score and pitch counts (when applicable) for every pitcher in the game.
 - a) After every game, the Home Team Manager **MUST** report the final score and winner of the game as well as the pitch counts for each of the players who pitched in that game. This info must be reported *as soon as possible* following the game but no later than **24 h** after the end of the game.
 - b) If you or your opponent have a game the following day, scores and pitch counts must be provided before the start of the next games.

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- c) Scores and pitch counts should be reported to the designated points of contact (to be determined prior to opening day) and the Visiting Team Manager.
 - d) Please send the information in this format:

SCORE:
Game Date; Winner, Final Score

PITCH COUNT:
1. Team, Last name, First name (league age), number of pitches
2. Team, Last name, First name (league age), number of pitches
3. etc...
 - e) Please report 'No player pitching' in your score reporting if you have not yet transitioned to player pitch innings.
 - f) In the rare instance of a forfeit, the final reported score will be 6-0.
2. Final pitch count determination:
- a) Managers should have score keepers and a designated pitch counter track pitch counts for their team and their opponent.
 - b) Score keepers should touch base between innings to agree on pitch counts.
 - c) Managers must confer at the end of the game and confirm final pitch counts for each pitcher in the game.
 - d) If pitch counts do not match, the higher of the two numbers will be the official pitch count number; therefore, you are encouraged to be in regular communication on pitch counts with your opponent during the game.
 - e) The official final pitch count for each player pitcher is the first pitch to the last batter faced.
 - f) Pitch counts are required for SYCLL teams ONLY; therefore, INTERLOCK opponent team pitch counts are NOT reported.
 - g) Please pay serious attention to pitch counts and mandatory rest days for your pitchers!