

# Youth T-Ball/Coach Pitch Rules

## I. League Description

- a. Pleasant Dale Park District Youth T-Ball/Coach Pitch is a recreational league designed to provide participants with a safe, fun environment in which to learn and play the game of baseball. This league is designed to be instructional and help teach children the rules of the sport, as well as many other life lessons that can be learned from a team sport environment. Our league is intended to keep our children active and engaged. The coaches should enforce the PDPD values of fair play, sportsmanship, and teamwork.

## II. Game Timing

- a. No new inning of play shall begin after an hour from the scheduled start time.
- b. Home team will have the 1<sup>st</sup> base dugout

## III. Playing Rules- General Rules (All age groups)

- a. **All players** on the team shall be in the field during the defensive half of the inning for their team. Please fill all infield positions with one player (1st base, 2nd base, short stop, 3rd base and pitcher). The remaining players should be spread out in the outfield area of the field. Coaches are asked to rotate positions each inning. (*T-Ball outfielders can play at the edge of the diamond*).
- b. There shall be a continuous batting order for each team. Coaches should make a line-up consisting of each player that is present on game day. Coaches should rotate the batting order from game to game.

## IV. Safety

- a. **Safety Base:** The fielder must use the white base, and the batter/runner **must** go the orange base.
- b. **Thrown Bat**
  - i. **Players must place or drop the bat straight down to the ground.** Per Game:
    1. 1<sup>st</sup> instance of a thrown bat will be a warning,
    2. 2<sup>nd</sup> will be an out
    3. **3<sup>rd</sup> will be the offender's removal from the batting order for the next inning.**
  - ii. **\*\*Offenses will be counted per team, not per the individual**
- c. **C. Helmets**
  - i. **All baserunners must wear a helmet at all times while on the diamond.**
  - ii. **Baserunners who remove their helmet during play will be considered "out."**

## V. Equipment

- a. PDPD equipment will be in the lockboxes by East field and North field
  - i. **CODE: 6220**
- b. Players will receive Jersey, hat, and end-of-year award
- c. Practice/Game Equipment: Helmets, Bats, Balls, First-Aid Kit, Batting Tee, Pitching Net
- d. Participants should bring their own glove. Players are welcome to bring their own bats and helmets at their own risk.
- e. Helmets will be provided. Hats must be worn under PDPD helmets.
- f. Players are allowed to wear molded rubber cleats or gym shoes. Screw-in or metal cleats are not allowed.
- g. All bats must be either Official Tee Ball or Official Little League approved bats.

## **T-Ball League (50 ft. bases)**

- I. All participants will hit off of the batting tee for the duration of the season. Players will take as many swings as necessary to hit the ball in fair territory.
- II. In each half inning, everyone on the team bats through the batting order. There are no outs.
  - a. **Starting week 3, outs made by defensive plays will be called. Teams will still get to bat through the order, but fielders will have the opportunity to be rewarded for making a play.**
- III. A hit ball must go past the 10-foot line (pitching circle).
- IV. **Pitcher's helper-** Teams may have a player stand by the pitcher's circle to act as the "pitcher."
  - a. If a team has a pitcher's helper, the 10-ft line rule will not apply
- V. No lead offs or stealing will be permitted. Runners cannot leave the base until the ball is hit.
- VI. Runners must touch all bases
- VII. For the first 4 games, play will begin with the ball hit into fair territory and end when the runner runs through the safety base on 1<sup>st</sup> base.
- VIII. If appropriate, starting week 5
  - a. Play will start with the ball hit in fair territory, and end when:
    - i. The ball is caught directly out of the air
    - ii. A defensive player gains control of the ball and makes a clear effort to throw the ball towards a coach or first base. If the player is in the outfield, any attempt to throw the ball towards a teammate in the infield will constitute the end of the play. Time will be called when the ball is thrown.
- IX. Coaches have the right to call "Time" at any point if they feel an unsafe situation may occur

## Coach Pitch League (60 ft bases, Rising 1<sup>st</sup>-2<sup>nd</sup> Grade)

- I. Players will be allowed five swings by coach pitch before the coach will assist the batter with a batting tee.
- II. In each half inning, everyone on the team bats through the batting order.
- III. Outs made by a defensive player will be called, **but will not impact the team's ability to bat through the order.**
- IV. **A player is declared as being out when:**
  - i. The ball is hit and then caught without hitting the ground.
  - ii. A player who has the ball stands on the base before the runner makes it to the base (Force out)
  - iii. A fielder tags a runner between the bases with the glove or hand that is holding the ball.
- V. An inning is complete when each player on the team that is batting has had a turn to bat.
  - a. **Week 3- Coaches may assess if players are ready to play 3 outs per side**
- VI. **No bunts-** Ball must go past the 10-foot line (pitching circle)
- VII. Pitcher's helper- Teams may have a player stand by the pitcher's circle to act as the "pitcher." If a team has a pitcher's helper, the 10-ft line rule will not apply
- VIII. **Play will be stopped when:**
  - a. A defensive player catches the ball in the air
  - b. A defensive player in the outfield gets the ball to a player in the infield and the player in the infield has possession of the ball.
  - c. All runners have stopped running
  - d. **Upon release when a player throws the ball to the coach (Regardless of whether or not the ball goes to the coach)**
  - e. An error / wild throw occurs
- IX. Baserunners more than ½ way to the next base when time is called will be awarded that base IF there is no one on that base
- X. No lead offs or stealing will be permitted. Runners foot should be touching the base until the ball is hit
- XI. Coaches are required to pitch and to be on the field with the players.
- XII. **If it is determined appropriate, 3 outs per inning may be introduced.**