

Combined Tri-County T-Ball, Coach Pitch Rules 2015

League play follows NFHS Rules with exceptions and additions that follow.

General Rules

1. A player may advance to the next upper division. A player may not drop to a lower division. Placement on a team is by grade, not age.
2. Metal cleats are not allowed.
3. Batting helmets are required to be worn at all times from the time a batter enters the field of play until the batter leaves the field of play. If the helmet is removed on the field before the ball is called dead, the batter is out.
4. A batter throwing a bat or helmet in anger may be benched for the remainder of the game by the umpire. A bat accidentally thrown will generate one team warning. Further occurrences will be called out.
5. Games will be a max of six (6) innings. All players must play three full innings of a six inning game, (a full inning is defined as play in the field), unless disciplinary action is being enforced, in which case the umpire must be informed. Players may not sit consecutive innings.
6. There will be no protests.
7. All weekday games will start at the scheduled time.
8. Tobacco, alcohol, or drug use by any players, coaches, or spectators during practices or games is strictly prohibited
9. Each team will bat the entire roster. No player may sit out consecutive innings on defense.

: The above rules apply to all levels:

2015

1st – 2nd Grade Coach Pitch

NFHS & Tri-County General Rules with the following modifications.

1. Games will be played with 10 players on the field, four of which will be outfielders, who must be behind the baseline a minimum of 10 ft or at the grass. Outfielders cannot come in to mingle with the infield. If 10 players are not available, games may start with eight players.
2. All players on the roster will bat each inning regardless of the number of outs. The inning ends after the final batter on the roster makes an out, or the ball is thrown to and controlled by the catcher and touches home plate.
3. Coaches will pitch from the mound, they may move as close as 15 feet if they desire. If a batted ball hits the coach it will be called dead, the batter will be awarded first base. Other base runners will advance only if forced. Each batter will receive 5 pitches from their coach if the player is unable to hit a ball into fair play, the player will be called out.
4. Bunting is allowed.
5. Runners cannot leave base until the ball is hit.
6. Infield fly rule will not apply to Coach Pitch games.
7. Play is dead when an infielder holds up the ball and controls the runner. This will be a judgment call for the umpire. The umpire will return runners to the appropriate base.
8. The defensive pitcher must remain in the pitching circle (or on the pitching rubber if circle is not present) until the ball is hit.
9. Base distance will be 60 feet. Home plate to the pitcher's mound will be 40 feet. The 9" soft-t-ball will be used.
10. There will be a 60-minute time limit on all games (game is over at 60 minutes) and practices. Teams will have no more than three meetings per week.
11. Each team will have a team parent designated as team umpire who must receive a copy of these rules. Home team umpire will be base umpire, and visiting team umpire will be plate umpire. Plate umpire is considered head umpire.
12. Players shall play a different position in the field each inning. Roster rotation will be ongoing; roster rotation will pick up where it ended in the previous game. This rotation will continue throughout the season
13. There shall be no official score kept. This level is to teach basics and for kids to have fun.
14. Rainouts are encouraged to be rescheduled. Coaches are responsible for coordinating times.
15. Coaches, please remember that this level is about the fun and enjoyment of the game. Please remember that Umpires are volunteer's as well and they are trying to do the best job that they can.