

## SECTION FOUR

### COACHES PITCH

1. Coaches Pitch will consist of players age seven and eight. Seven year old players must attain the age of seven on or before May 1 to be eligible. League age six-year olds can play in coaches pitch at their parent's request, if slots are available.

1.1 The method of selecting Coaches Pitch players will be as follows: The team that finished last shall select one player first, the next team shall select one player, second, and so on down the line until each team has selected one player. Then the same procedure is followed until all teams have been filled. Sons/daughters and siblings will be a team's second round pick, if an All Star, and a third round pick, if not.

1.2 Coaches Pitch teams shall keep the original number on the roster at drafting. As vacancies occur, players will be assigned from the waiting list on a first-come, first-serve basis until the original number on the roster drops below 11 players or the designated number set by the President, Vice President and league commissioner.

1.3 Until mid-season, if a Coaches Pitch team drops below the designated number of players and the waiting list has been depleted, the manager will go to the player agent with his selection and the player agent will coordinate the transition. The child that is pulled will be counted as a first round draft pick for that team the following year. Any child that refuses will return to the draft. If a pulled player quits the League, and registers the following year, he will remain the property of the team to which he was pulled.

1.4 After mid-season, if a Coaches Pitch team drops below the designated number of players, the Board of Directors will meet and decide whether or not the Manager will be allowed to select a new player.

1.5 If a player is pulled from T-Ball to Coaches Pitch, the T-Ball team from which the player was pulled will be excluded from further pulling until all T-Ball teams have lost a player.

1.6 If a player is pulled up at the request of the Pineview Board of Directors; the games played with the team he/she is pulled up to will be considered as a full season. Therefore, that player may utilize the black ball rule the following season. If the black ball rule is implemented; the manager will not be penalized a draft pick.

2. Any player quitting a Coaches Pitch team for any reason will not be eligible to participate in the program for the remainder of the season unless he rejoins his

original team. If the player is eligible for Coaches Pitch the following year, he must also rejoin his original team (excluding a pulled player).

3. Only team members, one manager and three coaches will be allowed in the dugout. One additional adult who has been approved by the Board of Directors will be allowed in the dugout area for supervision.

4. All Coaches Pitch games are to be played six (6) innings. There will be a "Ten (10) Run Rule Limit" on all regular season games. Definition: If the home team is ahead by ten (10) runs or more after the visitors have had four (4) turns at bat, then the home team will be declared the winner. If the visitor team is ahead by ten (10) runs or more after four (4) complete innings, then the visitor team will be declared the winner. Tournament rules do not apply for regular season per DYB rule XV.

4.1 At the conclusion of a game called before the sixth inning (see Ten Run Rule), no more runs will count however the game will continue until the time limit or the conclusion of the 6<sup>th</sup> inning. Umpires will remain on the field and in control of the game.

5. IN COACHES PITCH, ALL PLAYERS MUST PLAY AT LEAST SIX (6) CONSECUTIVE OUTS ON DEFENSE. THERE WILL BE A CONTINUOUS CONSECUTIVE BATTING ORDER OF ALL PLAYERS. (See Section Four, Coaches Pitch, Rule 6.) In the event of sickness or injury that prevents a player from taking his/her turn at bat, he/she will be skipped at no out to the team. Any violation of this rule must be reported by the opposing manager to the umpire or a League Official within fifteen (15) minutes after the completion of the game under protest. The protest filing procedure is the same as stated in the current DYB Official Rules and Regulations. PENALTY: If a protest is upheld, forfeiture of the game, in the event violating team is the winner.

6. No team shall send more than ten (10) batters to the plate or score more than seven (7) runs in any one inning. To retire the offensive team after the last or tenth batter has taken his turn at bat, the defensive team must accomplish one of the following:

6.1 Obtain the third out of the inning.

6.2 Return the ball to home plate and the defensive player with the ball in his possession must touch home plate, thus ending the inning and terminating play.

6.3 If the tenth batter strikes out, play shall terminate with the out and the defensive team is not required to touch home plate.

7. No balls will be called. A batter may not receive a walk.

8. Each batter will only receive 6 pitches, then he will be called out. No batter will

be called out on a foul ball.

9. Batters are not permitted to bunt or swing easy at the ball. PENALTY: Batter will be called back to home plate and charged with a strike. If this penalty strike is the batter's third strike, the batter shall be called out.

10. Runners cannot advance on a passed ball by the catcher.

11. The pitching coach shall be governed by the following guidelines:

11.1 The pitching coach may deliver the ball to the batter in any manner he desires; that is, an overhanded or an underhanded toss and at any speed the pitching coach desires.

11.2 The pitching coach must remain behind the 10' radius line at all times when pitching or completing the pitch.

11.3 The pitching coach must leave the field after the ball is hit in fair territory and must make every effort to avoid obstructing any play. If, in the judgment of the umpire, the pitching coach intentionally obstructs a play, the batter or runner may be called out. If a batted or thrown ball hits the pitching coach and remains in fair territory, the ball is alive and in play. If, however, the ball stops in foul territory, the ball is dead and the batter or runner advances 1 base.

11.4 For the purpose of this rule, the umpire shall use his judgment with regard to the pitching coach catching a batted ball. If, in the judgment of the umpire, the pitching coach catches, deflects or touches a ball hit at him, in a manner or self-defense, the pitch shall be declared a "no pitch" and the play started over. If, however, the pitching coach intentionally catches, deflects or touches a batted ball, the ball becomes dead, the batter is out, and the runners must return to the base occupied prior to the pitch.

12. The defensive team shall have a player in the defensive position on the pitcher's mound. This player may not move from his defensive position until the ball is pitched. Should this occur, the pitch shall be declared illegal. The offensive team may then have the option to accept a "no pitch" or any or all of the play that occurred if the batter hit the ball.

13. To be a fair ball in play, a batted ball must remain within the foul lines as specified by current DYB Official Rules and Regulations. If a batted ball is ruled fair, passes first or third base and then continues into foul territory, the ball is alive and in play.

14. Players are not permitted to steal or lead off a base. PENALTY: Defensive team has the option of a "no pitch" or any or all of the play that occurred after the infraction of this rule. The umpire shall drop his hat or other object to signify an infraction; he will not make the infraction known by voice until the play is

completed.

16. There is no “infield fly” rule. Any caught ball is an out.

17. Any charging done from third base to home plate will result in an automatic out on the runner. The second time the charging occurs, the player will be ejected from the game.

18. Head first sliding at any base will result in an automatic out on the runner. The second time it occurs, the player will be ejected from the game.

19. With two outs, the last out may pinch-run for the catcher. The pinch runner will take the catcher’s place on the base as soon as play is halted and time called by the umpire. This is so the catcher can be dressed in gear and ready to warm-up the pitcher as soon as their teams turn at bat is over. (?)

20. Coaches Pitch time limit will be 1 hour 45 minutes. (Added June 2012)