

COACH PITCH RULES

1st/2nd Grade Division



Playing Time

At the YMCA we want each player to have the opportunity to play and learn the game. Therefore coaches must strive to provide each player with equal play time in every game for the players present. A player will be allowed to participate in a game if the player has missed a practice, however all players should be encouraged to attend all practices.

Players

Teams will play all players on offense and defense. Defense players will be placed into the standard infield positions with extra players positioned throughout the outfield.

All players will be included in the batting order.

Equipment

Players are required to wear a YMCA baseball jersey, shoes, socks, and shorts or long pants. Soft rubber cleats are the only type cleats allowed.

Players must wear approved helmets while batting and on the base paths. All players must wear a baseball glove at all times while in a defensive fielding position.

Field Requirements

All bases will be placed 50 feet apart. A pitcher mound will be 40'6" from home plate. (Not required for coach)

Safety balls will be used.

Games

At the start of the game, choice of first team at bat is determined by the flip of a coin or by odd/even. Games will last for approximately one hour or 5 innings. A new inning will not be allowed to start after 50 minutes of play.

An umpire will be provided for this age group.

Two coaches will be allowed in the defensive field during play but may not have any contact with the ball.

Batting teams will need to provide a first base coach, third base coach and a pitching coach.

The purpose of all coaches and volunteers on the field are to keep the players safe at all times and instruct them while not affecting the play of the game.

- Keep the game safe but let the players PLAY the game

Rules of the Game

All players will be allowed to bat and are to be listed in the batting order. The batting order will be set after the first inning and will be cycled through completely each inning. Even if a child is not playing defense they will be allowed to bat.

Batters are allowed 6 pitches/swings attempts from their coach. After 6 attempts the player will be given the opportunity to hit off a tee. After 2 attempts on the tee a player will be allowed to take first base. Pitching coaches may throw over hand or underhand, and are encouraged to pitch from one knee.

Strikes are not called. Outs will be called but not tracked. Teams will switch sides after the last batter hits.

No stealing, leading off or infield fly rule. Players should tag up on fly balls. A base runner leaving the base paths in order to avoid a tag is to be declared out.

Runners shall only advance one base on an over thrown ball that leaves the playing field.

Runners may advance bases when a ball is hit past the 'infield area' (an area past the base paths at the discretion of the umpire on all-grass fields). Any runner, who is not at least halfway to the next base at the time of control by a defensive player in the infield, shall be sent back to the previous base.

The last batter may keep running until he is out, tagged out or scores.

The basic rules and traditions of baseball should be followed teaching the players the rules of the game while allowing them to have the most play possible in a safe environment.

Additional YMCA Rules

All coaches and participants will recite the YMCA Youth Sports pledge prior to the start of the game.

Opposing parents/coaches and players will shake hands after each game.

Parents and coaches are role models for our young and impressionable participants and therefore are expected to follow the YMCA code of conduct and demonstrate the highest standards of sportsmanship.