

Coach Pitch Division Rulebook

The playing rules contained in this document strictly govern the operation of Briarcliffe Youth Baseball. These rules were designed to provide safe, instructional baseball to all players in the Briarcliffe program. **As coaches, commissioners, and board members, it is your responsibility to ensure compliance with these rules as approved by the elected board.**

These rules are to be in full force and effect with no exceptions.

The rules are re-evaluated each year and voted on by the Briarcliffe Board of Directors. Contact your division commissioner or an executive board member for any interpretations or suggested changes.

The Coach Pitch Division is developmental baseball for Kindergarten and 1st grade players; this league features an introduction to coach pitching and maintains total player participation. Teams are assembled by school and friend/coach requests.

All teams are strongly encouraged to use the GameChanger application to facilitate team communication and player RSVP's.

Rule 1: Bench & Field Conduct

1-1 All comments and cheering must be directed towards one's own team. Any encouragement to one's own team or players with only coincidental reference to the opposing team is permitted (e.g. "Strike him out"). There are to be no comments directed at the opposing team's players or fans.

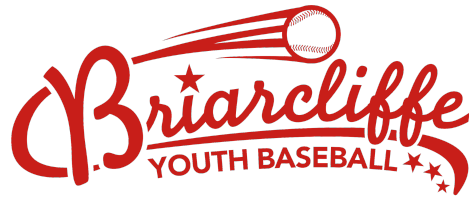
1-2 Each manager is responsible for his/her own conduct in regard to that of their players, coaches, fans, and player's parents.

1-3 If both managers are in agreement, they have the authority to eject any player, coach, fan, or spectator for unruly or unsportsmanlike conduct. Any ejected individual will not be permitted to attend the next game played and will be subject to further consequences deemed necessary by WBYB executive board.

1-4 The throwing of equipment will not be tolerated.

1-5 Spectators are not permitted directly behind the plate areas.

1-6 Both managers are responsible for the condition of the field and its surroundings - no coach or spectator should disrupt/damage surrounding trees, brushery, or any other park district property. All litter should be cleared before families leave the field.



Rule 2: Players, Field, and Equipment

2-1 Bases are 50 feet apart.

2-2 The home team is responsible for preparation of the playing field; this includes the proper placement of bases, chalking the field, etc.

2-3 The away team is responsible for returning the playing field to its original playing condition; this includes routine field maintenance and the returning of bases.

2-4 Prior to the game beginning, the home team supplies one (1) new game ball. At game's end, the game balls will be returned to the home team.

2-5 The home team dugout is the 3rd base dugout.

2-6 All players must wear appropriate protective equipment: batters and base runners must wear a helmet (cages or face guard optional). Protective cups are strongly recommended.

2-7 Players must be in league-issued jersey, baseball pants, and cleats to play. For safety reasons, players without these standard uniform items will be prohibited from play.

2-8 Teams must field a minimum of seven (7) players at all times.

2-9 Temporary (no more than 1 full inning), non-injury related absences (e.g. bathroom breaks) are permitted. Any player temporarily missing whose turn it is to bat will be moved to the bottom of the batting order, and the absence will not be counted as an out.

2-10 The catcher's position will not be fielded.

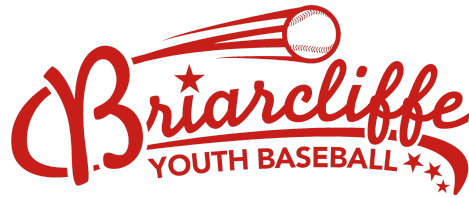
2-11 On defense, the entire available team plays on defense. Any surplus in players will be positioned in the outfield.

2-12 Rotation Rule: No player can play more than 2 innings in the same position. Every player must play at least two (2) complete innings in the infield. Infield positions are designated as follows: Pitcher, 1B, 2B, SS, and 3B. Incomplete fielded innings cut short due to a temporary absence, injury-related or otherwise, does not satisfy the Rotation Rule.

2-13 There will be no on-deck circle; therefore, the only player with a bat in their hands will be the player currently batting.

Rule 3: Coaching and Play

3-1 Managers are expected to meet with one another prior to the game to review pertinent rules.



3-2 Although the desire to win is an important attribute and should not be discouraged, the development of baseball skills and sportsmanship through instruction and practice is of prime importance in this division. For this reason, managers and coaches will be permitted on the field in order to provide instruction and advice.

3-3 All games shall consist of five (5) innings.

3-4 No new inning can begin once 100 minutes have been played with a "drop dead" time of 120 minutes.

3-5 Pregame warmups must be limited to the outfield - no warm ups will take place in the field of play.

3-6 Scores are not recorded.

3-7 Games are official if three (3) complete innings. Official games halted for any reason and not resumed after a reasonable delay will not be replayed or rescheduled.

3-8 Any gameplay suspended with an incomplete inning not contemplated by Rule 3-7 can be finished at a later date. When rescheduled, play will continue from the point the game was stopped (score, outs, runners, count, game regulations, etc.). Any rostered players not in attendance during the original game may play in the continuation of the game regardless of their prior status; however, they will bat at the bottom of the lineup during makeup play. Additionally, the Rotation Rule shall be suspended for the remainder of play when a suspended game is rescheduled.

Rule 4: Pitching

4-1 Coaches pitch for all five (5) innings and are allowed six (6) pitches per batter regardless of balls and strikes. Prior to the sixth (6) pitch, "last pitch" is called. Unless the sixth (6) pitch is put in play or fouled off, in which case the batter will continue to bat until the ball is put into play, not swung upon, or swung upon and missed, after the sixth (6) pitch, a hitting tee will be brought out, and the player will be given 3 swings to put the ball in play. After a 3rd missed swing off the tee, the batter will be out; however, this out will count against the 3 outs required to end a half inning (See Rule 5-4).

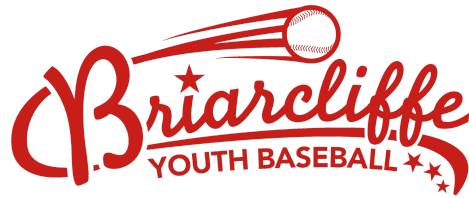
4-2 A Coach Pitcher cannot issue a walk to a batter as no balls are called during these at-bats.

4-3 A batter hit by a coach's pitch is not awarded first base.

4-4 The Coach Pitcher must be a rostered coach from the batting team and must be dressed to pitch (no sandals or clothing that would inhibit one's ability to dodge a hit ball).

Rule 5: Batting

5-1 The entire available team roster will bat in order as listed prior to the start of the game. Players arriving after the game starts are placed at the bottom of the batting order.



5-2 Before the ball is pitched/teed to hit, all defensive players must be properly positioned - the kid pitcher shall be positioned on either side of the coach pitcher.

5-3 Before a pitched/teed ball is hit, the defensive pitcher must be within the pitcher's restraining lines.

5-4 A conditional "Bat the Line-Up" rule is to be used for all games. The inning will end once every player has had a turn to bat. However, the inning will end if the defense is able to record three (3) outs in an inning prior to reaching the end of the batting order - the batting order will resume from the last recorded out for the next inning if the half inning is ended as a result of three (3) recorded outs.

5-5 Batters must be within the batter restraining lines when they swing at the ball.

5-6 There shall be no bunting. Each batter must attempt a full swing.

5-7 No Infield Fly Rule.

5-8 A batter who permits the bat to be thrown will be warned. A second warning will result in an automatic out, and a final violation will result in an automatic out and an ejection from the game.

5-9 If a batter is unable to complete his turn at bat, the batter due up next will begin their at-bat.

5-10 USA Baseball youth bats are the standard for WBYB. Bats can be up to 2 5/8 in barrel diameter. USSSA bats, regardless of barrel size, are prohibited.

Rule 6: Base Running

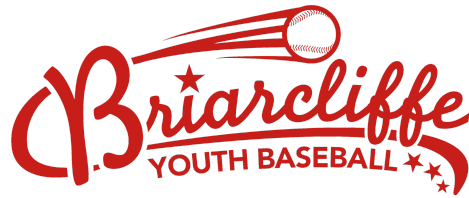
6-1 A runner may not leave his base until the batter has made contact with the ball. There are no lead-offs and no stealing.

6-2 Baserunners may not advance on wild pitches or passed balls.

6-3 Baserunners must attempt to avoid contact with a fielder attempting to field a ball. Any collision will be at the fault of the baserunner, and the baserunner will be called out.

6-4 A runner will be called out for deliberately interfering with a fielder. If the contact is excessive, an offending player may, at the discretion of both managers, be ejected from the game.

6-5 On any batted ball that reaches the outfield grass, runners may advance until the ball comes back to the infield. Baserunners that have rounded the base before the ball reaches the infield may advance to the next base and be played upon. If the runner is played upon, no additional bases may be taken regardless of the outcome of the play.



6-6 On any batted ball in the infield, runners may advance a maximum of one (1) base. Runners may not advance an extra base on balls that leave the field of play (via overthrows or otherwise).

6-7 Tagging up is prohibited.

Rule 7: Storm Policy

7-1 In the event of lightning or thunder, all games and practices must be held up until safe conditions are apparent. You must wait 30 minutes after the last sighting of lightning. Treat thunder like lightning. Thunder is the explosive sound emitted as a result of the electrical discharge of lightning. All players and parents must be advised to take shelter or return to their cars.

7-2 Any team(s) not adhering to this policy will face the following consequences:

- In a game situation, each manager will receive a written warning from the League Executive Committee.
- In a practice situation, the team manager will receive a written warning from the League Executive Committee.
- If any manager receives more than one written warning, he/she will be under review for further discipline from the League Executive Committee.
- Appeals may be made to the League Executive Committee.

7-3 Prior to the start of the game, Managers of both teams (and the Division Commissioner, if necessary) have the authority to determine if the game should begin in the event of poor playing conditions or threatening weather. Coaches will notify families at least 1 hour prior in the event a game is canceled.

7-4 Once a game has started, both managers (in concurrence) have the authority to stop or resume a game because of weather or playing conditions. When making this decision, the goal is to err on the side of caution and the welfare of the players.

7-5 Games suspended or postponed must be rescheduled with the Division Commissioner within 24 hours and replayed within ten (10) days, or the Commissioner will reschedule the game for the first available field opening.