

TCYBL 10U Kid Pitch/Coach Pitch Hybrid Playing Rules

A team roster of each member team should be available for the league president at the beginning of season by member league directors. These rosters will be used to verify the tournament rosters. All players named on the team roster are eligible to participate in all tournaments. No player shall be told not to participate in any tournament game. Any coach found to be in violation of this rule by the authoritative body will be suspended from coaching for the remainder of the season.

- 1) All players should be 10 years old or under before May 1st. Exceptions can be made if in the best interest of the individual player.
- 2) Communities and coaches, especially those with more than one team, must remember that this is an INSTRUCTIONAL LEAGUE. Every effort should be made to balance your teams in the interest of UNIFORMITY and FAIR PLAY. Teams within a program should be balanced according to player age.
- 3) Coaches and umpires need to remember that these are impressionable children. ABSOLUTELY NO UNNECESSARY ROUGHNESS OR VULGAR LANGUAGE WILL BE TOLERATED from any participant or spectator of the game.
- 4) Coaches have a responsibility to teach ALL players the fundamentals of baseball as well as sportsmanship, teamwork, and fair play. The throwing of equipment (bats, helmets, and gloves) will not be tolerated. This includes coaches. Set a good example. A batter accidentally throwing a bat receives a warning - next time they are called "out". **A player intentionally throwing a bat, helmet, or mitt in disgust will be ejected from the game.** Coaches should not use gimmick plays (such as having players avoid throws by running with the ball, rolling the ball, or intentionally throwing the ball out of play) to achieve a competitive edge at the expense of teaching proper fundamentals.
- 5) Players should be taught baseball safety - never throw the ball to someone who is not looking and never swing the bat until they have checked to make sure no one will be hit with the bat. Do not throw the bat after hitting the ball. Please pay special attention to safety or it may be a child on your team that gets hit in the head with a bat or ball.
- 6) A kid pitcher will pitch at 40' feet from the apex of the plate. The hitting team's coach/coach pitcher will stand behind the pitcher and act as the umpire. A batter will receive a maximum of three (3) strikes (called and/or swinging) in order to put the ball in play.
 - a) Players should be encouraged to swing the bat as the strike zone will extend from directly under the shoulders to the knees and as wide as 1 ball off the plate on each side.
 - b) If the pitcher hits the batter the batter will get 1st base and runners that are forced to advance will do so.
 - c) If the pitcher walks the batter, the batter will not get first base and no runners will advance. Instead the coach pitcher will continue to throw to the batter (inheriting the same # of strikes to the batter as when the kid pitcher was pitching) until the batter puts the ball in play or is struck out. The kid pitcher will stand behind the coach and field the pitcher's position after the coach pitcher pitches. (** If the kid pitcher had a 3-1 count on the batter and then walks him, the coach pitcher starts throwing to the batter with 1 strike already on the batter)
 - i) If a coach pitcher hits the batter with the pitch, that pitch will be considered "no-pitch".

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- d) If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit. If it is deemed a coach pitcher intentionally interferes with the batted ball, the batter will be ruled out and all runners return to the base occupied at the time of pitch.
 - e) Prior to the ball becoming dead, any attempt by the batter will be played as a live ball.
- 7) Regular Season and Tournament Games shall be 6 innings and/or 90 minutes (whichever happens 1st). Each team will be allowed 3 outs per inning.
 - 8) Each team is limited to 5 runs per inning. Tournament games will end once it is mathematically impossible for the trailing team to make up the run deficit with the per inning run limit. (i.e. 11 after 4 innings, 6 after 5 innings) Regular Season Games - If the opposing coaches agree, non-tournament games may continue after the outcome of the game has been determined, even though the winning team has already been determined.
 - 9) Games during the school year and during the school week (Monday-Thursday) shall not last past 9:30 PM
 - 10) A team will field 10 players (4 outfielders). Any team fielding less than 7 players will forfeit the game.
 - a) Any team defensively fielding less than 10 players, must always field a catcher and a pitcher/pitcher's helper. Other positions are eligible to not have a player, if fielding less than 10.
 - b) All outfielders shall be positioned at least 20 feet beyond the direct lines between bases, until the ball is hit.
 - c) Except for the pitcher/pitcher's helper and catcher, no infielders shall be more than 5 feet inside the baselines until the ball is hit.
 - 11) The defensive team will use free substitutions. All players MUST play at least 2 complete innings on defense.
 - 12) Each team must set a batting order and bat in that order thru the remainder of the game. Any team batting less than 9 players, will be assessed a maximum of 1 out, whenever the missing players are due up to bat, at the end of the lineup. Teams will bat all their players, even if they have over 10 players.
 - 13) Stealing/Leading Off:
 - a) There will be no leading off at any time.
 - b) While using a kid pitcher, baserunners must remain in contact with the base until the ball is hit or crosses the plate. Once the ball crosses the plate, baserunners are allowed to steal or advance at their own risk. Players leading off and/or leaving the base early will get 1 warning and will have to return to their base. If that player leads-off or leaves early again, play will continue and the defense has the right to accept the result of the play or call the runner out and return all other baserunners to their position at the time of the pitch.
 - c) Runners may steal/advance from 1st to 2nd and 2nd to 3rd off of kid pitching, however there will be no stealing/advancing to home plate on the pitch or return throw to the pitcher from the catcher.

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- d) While using the coach pitcher, baserunners must remain in contact with the base until the ball is hit or crosses the plate. There will be no stealing or advancing on a wild pitch/passed ball.
- 14) Runner(s) will be awarded the base they are advancing to, from their positions on the base path at the time of the throw if an overthrow lands out of play. Over throws which come to rest within the playing field (fair or foul territory) are still live balls. Runners may advance any number of bases with liability to be put out. The boundaries for what is out of play should be determined by the coaches and umpires in their pre-game meeting. It is recommended to only advance one base on live ball over throws, if the defense is not attempting to make a play on any runners..
 - 15) Bases will be set at 60 feet in this division.
 - 16) The coach pitcher will pitch overhand anywhere along a straight line from home plate to 2nd base at a distance between 34 and 40 feet.
 - 17) Bunting:
 - a) While using a kid pitcher, batters are permitted to bunt. A batter may NOT show a bunt and pull back and swing away. Doing so will result in a dead ball and the batter being called out and all runners return to the base occupied at the time of pitch.
 - b) While using a coach pitcher, batters are not permitted to bunt. PENALTY: Batter shall be called back to the plate, the swing shall count as a foul-strike, the ball is dead, and no runners may advance.
 - 18) Base running:
 - a) Once an infielder or pitcher's helper is in control of the ball within the infield and advancement of all runners has ceased, then play is dead. No further advancement by base runners will be permitted. A runner on third base may only advance when a play is made on him or any other runner, or by a batted ball.
 - b) Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Malicious contact shall supersede all obstruction penalties. Malicious contact is solely up to the discretion of the Umpire. PENALTY - The runner shall be called out and may be ejected from the game at the discretion of the umpires. All other runners go back to the last base achieved at the time of the infraction.
 - 19) There is no infield fly rule or dropped 3rd strike rule in this league.
 - 20) Any injury, that warrants a coach's immediate attention, WILL IMMEDIATELY stop play. Defensive player injury -- all runners advance one base. Offensive player injury -- will stop play also, but runner's advancement will depend on the situation at the time of the injury and will be the umpire's decision..
 - 21) Coaching:
 - a) Offensive teams may have coaches at 1st and 3rd base. Any person coaching a base that is under the age of 18 must wear a helmet. Any person coaching 1st No coach should physically assist a runner. PENALTY - Runner is out.

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- b) Coach Pitchers can not help coach offensive players at the plate or on the bases. PENALTY - First time is a coaches warning, further infractions after the initial warning will require removal of the pitching machine operator for the remainder of the game.
 - c) Defensive teams may NOT have coaches on the field.
 - d) Any defensive coach is allowed 1 "free" mound visit/defensive conference per inning without having to change the pitcher. On the second mound visit/defensive conference in an inning (and every subsequent one after in the same inning), the pitcher must be replaced. Injury timeouts or a timeout to check a possible injury do not count as a mound visit/defensive conference.
- 22) It is highly recommended we do not use parent umpires, however if both teams are adamant they use parent umpires then each team should provide an umpire and pitch counter for each game. Each team should also provide a new game ball and a coach pitcher.
- 23) Pitching:
- a) There will be no balks (call dead ball, teach the kids what they did wrong, and continue).
 - b) The pitch limit per kid per game is 40 pitches. When a kid pitcher reaches 40 pitches, he may finish the at-bat but can no longer pitch after the at-bat is complete.
 - c) Once a kid is removed as pitcher, he may not return to pitch in the game again.
- 24) Metal bats with pressurized bladders are not allowed in this league. All other bats manufactured specifically for baseball play, which are round and possess either the USSSA 1.15 BPF or USA BAT stamp and barrel not more than 2 ¾ inches in diameter at the thickest part, are acceptable.
- 25) The most recent batter not on base may fill in as a pinch runner for a base runner who becomes ill or is injured and unable to continue. If the player's coach does not take an out, when that player's next time up to bat, then that player cannot play the rest of the game. If the player's coach does take an out, when that player's next time up to bat, then that player can come back into the game. If the player leaving the game drops the team's number of batters to less than 9, then rule 12 supersedes, and that player will be assessed an out the next time the player is due up.
- 26) Once play has begun in a tournament game, the game shall be played to regulation length unless forfeited or the outcome of the game has been determined. Games called for any other reason shall be continued as suspended games at the next possible scheduled time, as determined by the tournament director.
- 27) Suspended tournament games shall be resumed from the point of curtailment except that the player at bat when a game was suspended shall start with a fresh count when the game is resumed.
- a) Players on a tournament game's original line-up but absent when the game is resumed shall be removed from their team's line-up. All other players shall be left in their original order on the line-up. Players not on a tournament game's original line-up but present when the game is resumed shall be added to the bottom of their team's line-up.
- 28) A missed base must be verbally appealed after play has stopped and before the next pitch. An umpire shall not call a base runner out without an appeal from a defensive player or coach.

Except for the above rules and regulations, official baseball rules (published by the National Federation of State High School Associations) will be used.