

Land-O-Hills Baseball League
1st/2nd Grade Coach Pitch Rules

3/28/14

2014 Season

Note: *The purpose of the Land-O-Hills Baseball League is to allow the players to learn the game of baseball and have fun doing so. The league is not run for the benefit of the coaches or the parents of the players. The rules stated below are intended to help carry out this purpose. Should a situation arise not specifically covered in these rules, resolution of the situation should be made keeping this stated purpose in mind.*

It is also the intention of the league to maintain a fair level of play amongst all the teams within a community. "Stacking" of teams is not permitted by anyone, including coaches, commissioners and parents. The commissioners will investigate all complaints and they alone will determine if and what disciplinary action will be taken. Your cooperation is appreciated to keep baseball fun, challenging and rewarding for all of our young players.

Awards: Each community will supply their own awards.

General Rules

1. Players must be in the 1st or 2nd grade when registration takes place in order to play. For Home Schooled children, players must not turn 9 before September 1 of the current season. Exceptions can only be made by agreement of the League Committee.
2. Coaches are responsible for the conduct of their team and fans. Heckling by players or fans is not allowed.
3. All players present at the game must play at least two innings, with the following exceptions:
 - Coaches must be notified if a team member will not participate due to disciplinary actions.
 - Ejections for unsportsmanlike conduct - failure to comply will result in forfeit of the game.
8. A team will consist of a minimum of 6 players to play a game or enough players agreed upon by the coaches.
9. The home team coach will decide when a game shall be suspended or discontinued due to bad weather. In no case shall a game start or continue to be played when there is lightning in the area. The game should be delayed for 30 minutes if there is lightning.

Field Preparation

1. The home team is responsible for having the playing field in good condition.
2. Bases and pitcher's rubber must be staked down. Exception: Rubber throw down bases are allowed.
3. Size of the diamond is 55 feet between all bases.
4. Place a ten (10) foot foul ball arc in front of home plate.

Game Rules

1. The Home Team will supply two new RIFF or other soft type baseballs for each game.
2. Umpires are not required for Coach Pitch games.
3. The home team coach will determine when conditions prevent the playing of a game and shall contact the visiting team's coach not less than one hour before game time. Rain dates must be rescheduled within 7 days and played within 14 days unless agreed upon by both coaches or by July 30 whichever comes first. The home team coach must take the initiative to communicate to the visiting coach and is responsible for notifying the League Commissioner of the date and field of choice to insure availability.
4. Games start promptly at 6:00 pm. Teams arriving more than 15 minutes late shall forfeit the game, however, this rule may be waived by mutual consent of the coaches.
5. Visiting team gets the field from 5:45 to 6:00.
6. Games shall consist of 4 innings.
7. An inning will consist of a complete batting rotation or 3 outs; whichever comes first
8. No new inning may start after 7:05 pm.
9. Play is stopped when an infielder in control of the ball while in the infield holds the ball up in the air and is acknowledged by the on-field coach. Outfielders cannot call time out. The Base Runner gets the base they were going to if they were more than half way there. The on-field coach will decide when control is established and if the halfway point was reached. As soon as time out is called, the play is dead.
10. Two time outs per team per game, except for injury.

Pitching

1. The offensive team will supply a coach to pitch. The pitcher should be positioned approximately 25 feet from home plate.
2. The pitch can be made overhand or underhand. The pitching coach may use his glove for self-defense only.

Base Running

1. Players must wear helmets at all times while in the field of play. Intentional removal of a helmet while base running when the ball is live shall result in the runner being given a warning for the first such incident or being declared "OUT" for any further incidents.
2. If the ball is out of play, the runners shall be awarded the base to which they were headed plus one base.
 - Example #1 - An over throw out of bounds while a runner is going from first base to second - the runner is awarded third base.
 - Example #2 - An over throw out of bounds while a runner is heading back to first base after going part way to second - the runner is awarded second base.
3. No leading off. Runners can leave the base only after the ball is hit.
4. If first base is equipped with a safety base, the runner shall use the red (foul) side, the fielder will use the white side, to avoid collisions.
5. The catcher should not block home plate.

Batting

1. All players present at the game must bat.
2. Batters must wear a batting helmet.
3. No bunting.
4. If the ball does not travel more than 10 feet from home plate, it is considered a foul ball.
5. The batter gets three swinging strikes, foul ball 3rd strikes are not out unless caught in the air by a defensive player or it is the 3rd foul ball.
6. If a player cannot hit a pitched ball, at the option of the player's coach, a Tee may be used. In this case, a batter gets 3 swinging strikes at the tee. Three strikes or three foul balls of any combination is an out.

Equipment

1. Metal spikes are not allowed.
2. Catchers must wear a protective helmet, facemask, throat protector, shin guards, **cup** and chest protector.
3. A RIFF or other soft type baseball is required.