



## YOUTH BASEBALL DIVISION (COACH PITCH) RULES

### Spirit of the Rules

The intent of these published rules is to assure that all players, coaches, and spectators are approaching the BHLL Youth Baseball games with the same expectations. This will aid in consistency of the games played and in creating an enjoyable, safe experience for all.

### Game Flow

- 1<sup>st</sup> half of the season: In the first inning, each team will bat through their entire lineup regardless of the number of putouts. After the first inning, the inning will end after three (3) putouts (no strikeouts) or after the team bats their bench.
- 2<sup>nd</sup> half of the season: All innings will end after three (3) put outs (no strikeouts) or after the team bats their bench.
- Youth Division Director will define 1<sup>st</sup> & 2<sup>nd</sup> half of the season before season begins.
- Each game will consist of at least 3 innings or 75 minute time limit. Additional innings may be played if the extra inning starts before 60 minutes of game time has elapsed.

### Batting

- The batting player must wear a helmet for games and practices. The helmet should also be worn while base running and should not be removed until the player returns to the bench.
- On deck circles are prohibited. Batters should not have their bat until they approach the plate to bat (i.e. no batting warmups or swinging the bat in the bench area).
- Coaches pitch to their own team
- Each player will be given eight (8) accurate pitches to hit. If they are unsuccessful, a tee will be brought out. The player then bats from the tee until a hit is made.
- There are no strikeouts.
- A batted ball in fair territory must travel 8' or more for it to be a fair ball. An arc will be drawn starting from 8' on the third base line to 8' on the first base line.
- A batted ball that strikes the pitching coach or equipment (ball bucket, etc) is a foul ball.
- If a batter throws their bat after hitting a ball they will receive a warning. A second incident within the same game will result in an automatic out.
- Batting order must not change during game. Batting order must begin where it left off in the previous inning.
- Rotating the batting order from game to game is recommended.

### Base Running

- Once the ball is thrown back to the pitching coach, the play is dead. Runners cannot advance at this point. If they are in between bases, they must return to the prior base.



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- o No base stealing or leadoffs are allowed. The baserunners cannot leave the base until the ball is hit.
- o Headfirst slides are prohibited
- o Runners that leave the base path to avoid a tag will be called out. The base path is defined as the direct line between the runner and the base when the defensive player is trying to apply a tag.
- o Runners may take no more than one base on an overthrown ball.

### Fielding

- o There are to be no more than 10 defensive players on the field (four outfielders).
- o All outfielders must be positioned in the grass beyond the infield. No outfielder may enter the infield until the ball is hit.
- o Players must rotate fielding positions every inning. During the course of the game, each player should play at least one infield and one outfield position.
- o A pop-up caught in foul territory is an out.
- o Catchers are required to wear all protective gear.
- o Coaches of the batting team may position themselves behind the catcher to assist with the collection of passed balls, but they should not interfere with live foul ball popups.
- o It is recommended that each player play each position at least twice during the course of the season.

### Field Preparation

- o Home Team Responsibility: Pre-game field setup including dragging the infield, installation of bases, and chalking infield (1<sup>st</sup> & 3<sup>rd</sup> baselines and 8' arc in front of home plate). Early arrival is required to assure field is ready by game time.
- o Away Team Responsibility: After game removal of bases and assuring all equipment (bases, tee, other tools) have been returned to the field box and box is locked.
- o During pre-game field setup, it is recommended that all players warmup in the outfield areas.