

DUBLIN YOUTH ATHLETICS
BASEBALL
CLASS A COACH PITCH RULES

Program

1. This league is for youths in first and second grades. Exceptions to grades will be approved by the League Commissioner.
2. Players new to the League or returning players within the League will be assigned to a team by the League Commissioner.
3. Hats are included in the fee paid to DYA. The league jerseys are a separate purchase and can be used year after year. Players will provide baseball pants. Players should wear uniforms when playing in any game (hat-shirt-pants). Shoes with metal cleats are prohibited.
4. Single A is a non-competitive league with all games played for the enjoyment and instruction of the players. Regular season consists of 14 games (12 with 2 extra in case of rainouts). There are no post-season tournaments. Each player is awarded a participation trophy at the conclusion of the season. The entire program is staffed by volunteers, including coaches, assistant coaches, umpires, field set-up and clean-up.

Game Procedures

5. There is a time limit on games. No new inning may start after 1 hour and 45 minutes from the scheduled start time. Note that the time clock starts at the scheduled starting time, regardless of when the game actually begins. Games may be delayed up to 15 minutes, but the end time remains the same, 1 hour 45 minutes from the scheduled start time. Note that the start of an inning is the time when the last out was recorded in the bottom of the previous inning. For example, the last out of an inning is made at 7:58 p.m. The next inning may be played even though the batter may not come to the plate through delays until 8:01 p.m. or later.
6. Teams must field eight (8) players to start a game. If a team does not have eight players to start, after fifteen minutes they will forfeit the result of the game. However, the game should still be played with the remaining players. The team with more than eight players can loan players for defense or the entire game. But it is important that the players present still play a game if possible.
7. Games must be played at the scheduled time, unless approved by the League Commissioner. Should teams desire to make up a rained out game, head coaches may arrange a make-up on their own and contact the commissioner for a field.
8. There will be NO batting practice on the field of play fifteen (15) minutes prior to the game's scheduled starting time. Furthermore, there will be NO soft-toss or pepper permitted at any time. Soft-toss is hitting the ball into any fence or net as a batting practice alternative. Pepper is hitting/bunting a soft pitched

ball back to the pitcher(s), usually outside the field of play.

9. Each team shall have seven (7) minutes of infield warm-up prior to the start of each game. This time will be shortened or eliminated in order to keep games on schedule. All infield warm-ups will be completed by one (1) minute before scheduled starting time. HOME team shall have infield warm-ups first.
10. Players are to remain on the bench unless involved in play. In play includes warming up, on deck, or other legitimate direction from the coaches.
11. Players, coaches, managers, and scorekeepers are the only persons allowed to be on the team bench after the umpire starts the game. Fans are required to remain well back of the playing field. Players and fans situated directly behind the backstop must move if requested to do so by the umpire.
12. HOME TEAM WILL SET UP THE FIELD. VISITING TEAM WILL TAKE BASES UP, PUT THEM AWAY AND CLEAN UP THE AREA. Both teams are required to police their respective areas. This means picking up trash and putting same in the trash barrel available.
13. Games are to be kept moving along. One (1) minute between inning halves is an acceptable limit. There is no infield warm-up between innings. Coaches should have players ready to bat, take to the field, etc.
14. Coaches are expected to exercise influence over the fans. Games can be terminated for fan unruliness; but this is an extreme measure and is to be avoided except under the most extreme circumstances.
15. If a player is hurt, the game will be stopped at the appropriate time (when the play is over). The player injured must be given both managers'/head coaches' and all coaches' concern until the player is cared for. The player's health comes first.

Playing Regulations

16. All players listed on the roster shall be included in the batting order (if at the game). Players arriving after the start of the game will be added to the end of the line-up.
17. Each player must play at least two innings on defense each game provided:
 - a. He/She is present at the start of the game.
 - b. He/She has not been a discipline problem.
 - c. He/She does not leave prior to the end of the game.
 - d. He/She is not injured during the game.
 - e. The game lasts four full innings.
 - f. Each player must play the following number of innings, based on the number of defensive innings played for by his/her team that game. No player will sit the bench in consecutive innings.

1. 2 innings, if the game is four innings
2. 3 innings, if the game is five innings
3. 4 innings, if the game is six innings.

g. If a player is a discipline problem, the amount of playing time on defense will be at the coach's discretion. The coach is to inform the player and his parent(s) why the player will not play the number of innings described above. Before the game, the coach is also to inform the opposing coach of any player who will not be playing the number of innings described above. All players are to be treated fairly with respect to other players.

18. Players arriving after the 13th out of the game occurs need not be played, but may be at the discretion of the head coach. Said late player is added to the bottom of the batting order, if played.

19. Make-up games will be scheduled through the League Commissioner and will be made up as soon as possible, based on field availability.

Local Rules

20. A team coach will pitch to his/her team. Pitches may be thrown underhand, overhand, or sidearm at the coach's discretion. The coach will be located within 12 feet of the pitcher's plate, if the field has a pitcher's plate, or approximately 35 feet from home plate, if the field has no pitcher's plate.

21. If the coach is hit by a batted ball, the ball is DEAD. The runners return to their bases and the batter will re-bat. If the coach is struck by a thrown ball, the ball is LIVE and play continues as if the coach had not been struck.

22. A batted ball in fair territory must travel 12 feet to be in play. If a fair ball does not travel 12 feet, it is considered a foul ball.

23. Players are permitted six (6) pitches to put a ball in play, i.e. hit the ball in fair territory at least 12 feet. If the player does not hit the ball by the sixth pitch, he/she is out. **EXCEPTION:** If a player hits a foul ball on the sixth pitch, he/she will have an additional pitch. Only foul balls on subsequent pitches will extend the number of pitches to the batter.

24. There are no walks in this league.

25. An inning is completed when three out have been recorded, or five runs have scored, whichever occurs first.

26. Baserunners shall not be off the base prior to the pitched ball reaching home plate. There are no lead-offs in this league.

27. Stealing will not be allowed in this league.

28. When a ball is hit to the outfield, the ball is in play until the ball is returned to the infield and breaks the vertical plane that connects first and second base or the plane that connects second and third base. The ball is dead, and runners may not advance further than the base achieved, when the ball breaks that plane, regardless whether the ball is fielded. The runner(s) will stop at the closest base, but may be tagged out if not on the base.
29. No bunting is allowed.
30. There is no infield fly rule.
31. Players are to avoid flagrant contact and should be encouraged to slide. There is no mandatory slide rule in this league. However, flagrant contact will not be tolerated and may result in disqualification.
32. Coach Pitch teams may field up to 10 players on defense. All defensive players, except the catcher, must be positioned in fair territory. The defensive pitcher (not the coach pitcher) is to be positioned within five (5) feet of the pitcher's plate, or approximately 40 feet from home plate if there is no pitcher's plate. Four defensive players must be outfielders. All outfielders are positioned at least 3 feet onto the outfield grass.
33. Base runners will not advance on overthrows.
34. Out-of-play shall be that area beyond a line (real or imaginary) extending indefinitely from the outside poles of the backstops, parallel with the foul lines.
35. Two defensive coaches are permitted on the field. If the defensive coach is struck by a batter ball, the play is dead and the runners and batters return as if the ball had not been batted. If struck by a thrown ball, the ball is live and continues as if the defensive coach had not been struck.
36. Each team shall rotate all players through ALL positions throughout a game and the season, unless a safety issue prevents the player from playing that position, e.g. a player who cannot catch adequately enough to protect himself/herself might not be played at first base. The outfield (LF, LC, RC, RF) is considered one position.
37. Bat or other items thrown in anger may subject said player to disqualification. There will be no warnings for objects thrown in anger. A warning will be issued to any player who throws the bat after hitting a foul ball. The second instance of a thrown bat in the same game by a player shall result in his/her being declared out, regardless of whether the ball was hit fair, foul, or not at all. A player who throws the bat after hitting a ball in fair territory shall immediately be called out and all baserunners are returned to their bases. No warning shall be issued for thrown bats on fair balls.

Ground Rules

38. Home team will sit on the first base side.
39. Base coaches' boxes are in play. Base coaches must stay in the vicinity of the base they are coaching. Base coaches are not permitted to influence play by touching a base runner (i.e. pushing a runner off the base, grabbing a runner to prevent overrunning base, etc.)
40. A fair ball which rolls under or bounces over the outfield fence will be a ground rule double.
41. A ball that lands in fair territory beyond first (1st) or third (3rd) base and subsequently bounds out of play shall be a ground rule double. Any ball dropping in front of an outfielder and bounding out of play shall be ruled a ground rule double.
42. Ground rules will be discussed before each game. Umpires have the responsibility for making any changes to the ground rules to protect the player or batter in the game.
43. Basepath length is 50 feet.