



Coach Pitch League Rules

The City of Fenton Parks and Recreation is governed by rules designed to meet the following goals:

- 1) All players will be given an opportunity to play each game
- 2) Sportsmanship will be promoted at all times
- 3) Player's health and safety shall be promoted at all times

AGE:

Participants in The City of Fenton Parks and Recreation Coach Pitch League shall be (5) five years old by June of the current year and not be older than (8) eight years old by July of the current year.

Playing Field:

1. The playing diamond will have (50) fifty foot baselines and the distance from home plate to second base will be (70) seventy feet and (8) eight and half inches.
2. The pitching distance will be (35) thirty-five feet from the back of home plate.

Equipment:

1. **Each participant must provide his/her own glove.**
2. Only rubber soled cleats or tennis shoes may be worn on the playing field.
3. Aluminum T-ball or Youth baseball bats will be allowed.
4. A protective NOCSAE approved batting helmet that covers the ears and shall be worn by any player batting or playing the catcher's position.
5. Exposed jewelry such as earrings, wrist watches, neck chains, rings, or nose jewelry shall not be worn during the game.
6. City of Fenton Parks and Recreation Department will provide all game equipment.

Coaches and Officials:

1. Coaches are encouraged to arrange and conduct a meeting with parents of the players during the first week of practice.
2. Smoking and chewing tobacco are prohibited in the dugout and on the field. Coaches who choose to chew or smoke are required to leave the field.
3. No alcoholic beverages will be allowed on field or near the dugout for any reason.
4. Coaches are allowed and encouraged to be on the field of play assisting their players.

Code of Ethics/Conduct

1. Poor sportsmanship by any player or coach will not be tolerated.
2. Unsportsmanlike conduct may result in banishment from any further participation in City of Fenton leagues, programs, and activities.
3. Penalties will be at the discretion of league supervisor and the Director of Parks and Recreation.

The Game:

1. Games are played at Fenton City Park and have a (1) one-hour time limit
2. Games will last (4) four innings or end once the (1) one hour limit is reached.
3. No inning will start after the (1) one hour time limit.
4. The maximum number of pitches is (5) five. *After (5) five pitches if the child has not hit a fair ball, a tee shall be brought out and the ball placed on it. This is an effort to keep the games moving in a timely manner.*
5. Once contact is made, the batter can run to as many bases as they deem safe. They do not have to stop at first base if they feel they can safely advance. If a runner is forced out or tagged out, they will be called out and will have to go sit on the bench.
6. Once the ball is play and the batter is thrown, tagged or forced out, the player must return to the bench.
7. If the team in the field gets three out, the batting team shall continue to hit until all of that teams players have hit one time.

8. The teams will then switch sides and the home team shall go through the same routine as above. Once the home team has completed their batting, one inning will be complete.
9. Home team is the first team on the schedule.
10. Number of players on the field:
 - Team will be allowed **ALL** players on the field at one time
 - There is no catcher position. The home or away team's coach/parent will be responsible for that position.
 - A team may play with (7) seven players. If there are less than (7) seven players, the coaches and field manager may agree to play the game by borrowing player's, etc.
 - No score or standings will be kept for this league.
 - In the event of inclement weather, games will be cancelled for the day. The hotline, (636-349-2223 ext. 5) should be called the day of the game to check the status. The hotline will be updated by 8:00 am. Games that are called off will be made up at the end of the season at the same time that they were originally scheduled, and in the order that they are cancelled.

Batting:

1. Each player will have a chance to bat (1) one time per inning. The last batter must be announced and that concludes that half of the inning.
2. Each batter will bat until they hit a fair ball.
3. If a ball is caught by opposing team. That batter is out and will go to bench.
4. If a player is unable to bat, the next batter will take their place. There is no penalty for this.
5. All team members must remain in the dugout while their team is batting. There is not on deck batters.
6. The infield fly rule will not be in effect.

Baserunning:

1. There is no leading off or stealing. Baserunners must have one foot on the base at all times.
2. Baserunner can leave the base once the ball makes contact with the bat.

Over Throws:

1. The first thrown ball that gets pasts the fielder covering a base, the runner may advance one base at his or her own risk. If there is a second over throw, a dead ball will be called.
 - a. Example: Batter hits ground ball to shortstop. Shortstop makes overthrow to 1st base. Runner has option to go to second. Baserunner may not attempt to go to third unless there is another overthrow to second base. If overthrow occurs at second base the baserunner can go to third. At this time a dead ball will be called and baserunner cannot advance any further.
2. If a throw goes out of play there is a "plus one" rule. This means the baserunner is able to advance one base.
3. When a dead ball has occurred, baserunners must be over half way the two bases to advance. If not, they must return to the last base touched. Baserunners that are over half way may advance one base.

Penalties:

1. If baserunner makes contact with a fielder in possession of the ball other than an attempt to slide is an immediate dead ball and the runner will be called out.
2. If a fielder is blocking the baseline and does not have possession of the ball and contact is made, shall be ruled "obstruction" and is a dead ball. The runner is then granted the next base.
3. Any deliberate motions or actions to cause harm to a player will result in an ejection and possible termination from the league.