

Official

PISGAH YOUTH ORGANIZATION

Coach Pitch Rules



Revised for the 2017 Season

PYO COACH PITCH RULES

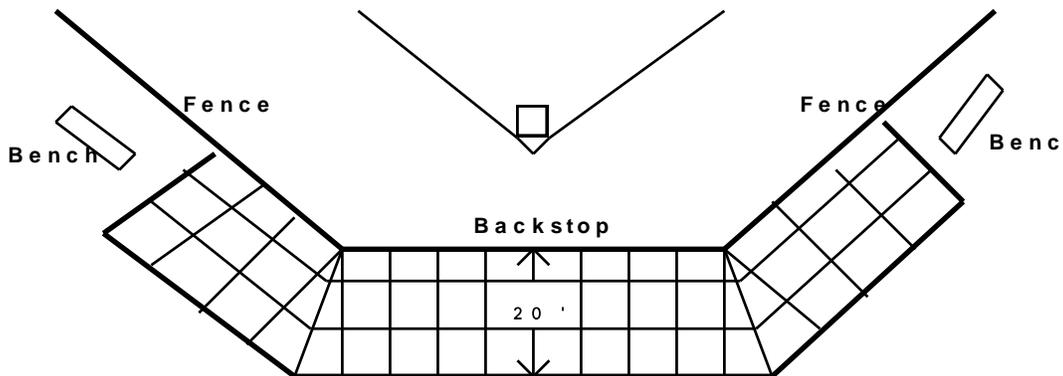
Article 1 - Introduction

- A. These Rules were adopted by the Executive Board on March 5, 1987, and amended in 1988, 1990, and 1991. These rules govern all PYO playing activities and the use of PYO facilities and equipment.
- The T-Ball rules were amended in 2008, in the spirit of maintaining consistency with nationally recognized rules for T-Ball.
- B. From the PYO Constitution, the objectives of the PYO are:
1. Establish and provide youth activities deemed appropriate for the development of youth.
 2. Promote and teach youth sportsmanship, leadership, and integrity.
 3. Promote cooperation with other organizations and communities who are interested in youth activities.
- C. Accordingly, these Rules shall be interpreted and applied in a manner consistent with those objectives.
- D. It is the responsibility of the manager and coaches to familiarize themselves with all of the Rules and to advise their players and the players' parents of the Rules.
- E. These Rules are to be adhered to strictly. **Coaches and Managers are not authorized to institute "special" rules without the specific written approval of the Executive Board.**
- F. The procedure for changing these Rules is set forth in Article 6 below.

Article 2 - Definitions

- A. The "neutral zone" is the crosshatched area, as shown in Figure 1.

FIGURE 1



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Article 2 - Definitions (cont'd)

B. The “dead zone” is the crosshatched area, as shown in Figure 2.

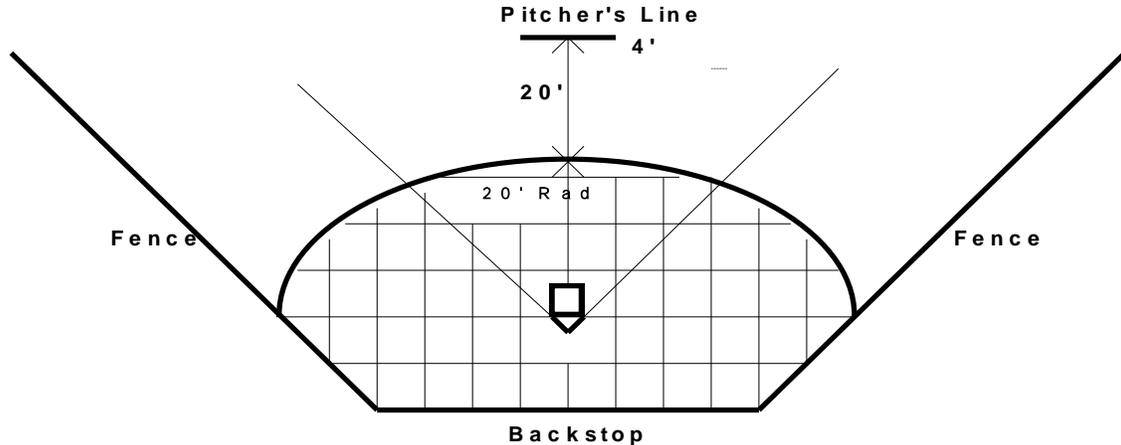


FIGURE 2

C. The “Pitchers Line” in T-Ball is the line labeled as shown in Figure 2.

Article 3 - Rules Applicable to all PYO activities

A. Demeanor and conduct of Coaches, Players and Guests

1. The use of alcoholic beverages, profane language, or misuse of equipment will not be tolerated. Violation shall be cause for immediate ejection from the premises and will be subject to further disciplinary action by the Executive Board. No game or practice shall continue until the offender or offenders have left. A batter will be called out if he/she throws the bat after one warning, per game, from the umpire.
2. No pets are permitted on PYO premises.
3. No persons, including, for example parents, siblings, coaches, and players, will be allowed in the Neutral Zone during play. .

Exceptions: a) The Coaches may modify this Rule to accommodate local field conditions, but only for those directly affected. For example, if a players' bench is relocated because of water in the area of the permanent bench, then the players maybe located in a designated bench area in the Neutral Zone, if necessary. b) This rule does not prohibit coaches from performing their coaching functions within the Neutral Zone in Coach Pitch, as permitted by the Coach Pitch rule, nor with their coaching functions.

4. Heckling, intimidating, or harassing opposing players, by anybody, including spectators and other players, will not be tolerated. If, an infraction occurs, the game will be halted, the managers will meet and the following actions will be taken. A warning will be issued to the manager of the offending team for the first violation. Upon the second warning, play will not resume until the offending party has left the premises. Failure to leave the premises will result in forfeit of the game, as will a third warning to the same team. A violator will be considered to have left the premises when they reach the parking lot of the premises.

NOTE: Warnings are cumulative to the team.

5. Fighting by participants including players, managers, coaches, and other team personnel, will result in disciplinary action by the Executive Board and may include suspension of the participants for an appropriate period of time. Any striking or offensive touching by a player, coach, or manager before, during, or after a game will result in a one year (calendar) automatic suspension.

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6. Only the official manager, the designated coaches, and the participating players shall be allowed on the players' benches or on the playing field during the progress of an official game.
7. Only the team's official manager or designated captain may address the opposing coach on any disputed play during the progress of the game.
8. The PYO executive Board expect a manager and all coaches to abide by the "PYO Code of Ethics" during the season.

B. Playing Fields

1. In order to preserve the quality of the fields and to minimize maintenance, the Executive Board/PYO Grounds Supervisor will decide whether the fields are too wet or otherwise unsuitable to play on. Please go to the PYO Website and hit the "Field Condition Update" link on the home page to learn if the field is open for play on any given day.
GO to --- www.pyobaseball.org
2. Games shall have precedence over practices.
3. There are no on-deck circles. No practice swings with the bat shall be taken until the player is on the playing field by home plate or in a designated on-deck space inside a fenced area.
4. The home team shall be responsible for lining the field (except for the first game on Saturday at the PYO facility as the lining will be done by the grounds crew) and setting the bases, home plate, pitcher's rubber and two (2) balls one new and one "like new".

C. Player Equipment

1. The batter and the base runners must wear a double ear helmet while at the plate and while running the bases. Penalty for not wearing a helmet shall be that the player will be declared "out. Catchers are required to wear a chest protector, mask, shin guards and protective headgear covering the top of the head, while catching behind the plate. It is recommended that all male catchers wear an athletic supporter with a cup.
2. Approved bats are made of smooth wood, aluminum, magnesium or graphite-composite the diameter of which shall not exceed 2-3/4 inches. Aluminum bats (usually ultralite) with plastic end-caps will be permitted. No ceramic or experimental bats are allowed. To resolve any discrepancy regarding wood bats, follow National League rule defined in 1.10.
3. Approved pants should be solid white. Solid black or gray colors are also acceptable.

Special provisions cannot be guaranteed, to accommodate a team request for specific color shirts, year to year, because of the color pants purchased in the current or previous year. White pants are preferred and will work with all color shirts.

D. Player Eligibility

1. A player may play for only one PYO team per season (except as a substitute -- see Rule 4.H). There are no restrictions on the number of teams a player may play for outside of PYO: thus, a player may play for one PYO league team and one or more non-PYO league teams during a season.
2. Subject to the rules set forth in Article 10, PYO players may participate in "Tournament Teams" and Tournament games may be played at the PYO facilities.

Article 4 – Coach Pitch Rules

A. Rules Precedence

1. Except as modified by these Rules, the Official Baseball Rules (National Baseball Congress, Inc.) govern PYO play. **Coaches and managers are not authorized to institute "special" rules without the specific written approval of the Executive Board.** The procedure for changing these Rules is set forth in Article 7 below.
2. The PYO realizes that unusual or unforeseen circumstances may arise involving PYO rules and regulations, or the interpretation thereof. If such cases arise, the Executive Board will take the matter under advisement and any Board decision regarding the matter or interpretation shall be final.

B. Baseball Age Limits

CLASS	AGE LIMITATIONS
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Coach Pitch	--- Player must not turn 8 years old by 4/30 of the current year.
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PYO COACH PITCH RULES

Exceptions to these age limitations must be approved by the Executive board. "Playing up" (i.e., a younger player playing in an older age class) is a parental election which must be approved by a member of the Executive Board at Registration. "Playing down" requires a written request from a parent or guardian and approval by the Executive Board. Requests to "play down" will only be considered if based on physical or mental impairment. Effective September 1, 1987, all players will be subject to this Rule on playing up and playing down, irrespective of their status prior to September 1, 1987.

All participants will be required to play within their age specific to the Coach Pitch program. Individual exception may be granted for a child who can display competitive motor skills. (This individual usually has an older brother and participates with the older children in street pick-up game play in the neighborhood.) An officer of the organization must sign off on any exception, which is the practice at the Pisgah Youth Organization.

C. Legal Team

Desired team size is not less than Ten (10) or more than Twelve (12) players. Exceptions are permitted upon approval of the Baseball Commissioner.

D. The Regular Playing Season

The regular season (including PYO League tournament game, if any) will not begin before April 1 and will end prior to July 4. The specific beginning and end dates will be set each year by the Executive Board within these guidelines. All games must be completed within the regular season. Practices may begin at the coach's option - weather and field conditions permitting.

E. Pitching and Base Distances

CLASS	PITCHING	BASES
Coach Pitch	40 ft. *	55 ft

**Point of plate to pitcher's rubber or pitcher's line.*

F. Innings/Regulation Game

1. Coach Pitch 5 innings

G. Starting Times

1. The starting time of an evening game is typically is 6:30 p.m. Any other team having early practice must vacate the field by 5:45 PM. Saturday schedules shall be established by the Executive Board.
2. The home team shall have the field last for warm-ups (generally 6:10 to 6:20 p.m. on weekdays) unless the visiting team is not a PYO team. In those circumstances, to allow for travel time, the visiting team shall have the field last for warm-ups, unless the team managers agree otherwise.
3. Home team Manager must notify the Coach Pitch Coordinator of a canceled game as soon as possible. Games should only be canceled due to adverse weather conditions.

H. Substitutes & Scorecards

1. Before the game begins, the opposing team manager's must exchange their starting defensive lineups and their respective continuous offensive batting rotation. When a substitution is made, the manager making the substitution or the manager's scorekeeper must inform the other manager or the other team's scorekeeper of the change so that it can be recorded.
2. If a team is unable to field nine (9) of its regular roster players, it may pick up a maximum of three (3) substitute players from a lower league or from the opposing team (for a defensive position only) with the following limitations:
 - a. A pick up a player from the same or a higher league.
 - b. A Manager who desires to pick up a substitute player must have prior consent from the players' parents and there must not be any conflict with that players' regular team schedule.
 - c. Any substitute player must bat at the end of the batting order.
 - d. All substitute players must be identified to the opposing manager prior to the game.
 - e. A substitute player cannot play at the pitcher's position, catch, or play first base.

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I. Playing Time - Players

1. Every player must play in every game, and must satisfy the minimum playing requirements within the scheduled regulation game (extra innings do not count toward fulfilling this requirement). During the game, free substitutes shall be allowed in each division. No single player will play one position for more than two innings in any single game. No offensive substitution shall be allowed during an inning unless for injury, illness, or disciplinary reasons. A substituted player must satisfy the minimum playing requirements (as stated above), unless for injury, illness, or disciplinary reasons. A player leaving the game for any other reason, including removal by a coach for disciplinary reasons, shall be skipped over to the next batter in the order. Once a player has been removed said player shall not re-enter the game.
2. Defensively: Prior to the beginning of the last scheduled inning each player must play defensively at least two (2) full innings in games of 5 innings or less.
3. Offensively: All players on each team will bat in a continuous rotation during the entire length of the game. A player cannot be taken out of the batting rotation except for injury, illness or disciplinary reasons. If a player is being benched for disciplinary reasons, by the coach, the opposing team manager must be notified before the game starts. .

J.. Playing Time - Games

1. The Home Team shall record the game start time in his Scorebook. After the game has begun, coaches and or Ballpark officials will decide when play shall be suspended (interrupted) or terminated because of unsuitable weather conditions, such as lightning in the immediate area, unfit field conditions, or darkness. Suspension time shall count against time limits, unless there is no game following. Any game suspended, or terminated, is an incomplete game, unless it is an official game, and shall be played to completion per Rule 4.L.

K. Extra Innings

1. Any game tied after five innings will be considered a tie – no extra innings will be played.

L. Incomplete/Official Games

1. Any game terminated by because of rain, lightning, or darkness shall be considered an official game the teams have had four (4) complete at-bats. If the game is terminated *after* fulfillment of these requirements, then it must be terminated as of the end of the last completed inning so that both teams have had equal opportunity at bat.
If the game is terminated *prior* to fulfillment of these requirements, it may be completed (the “completion segment”) at a later date from the same point in the game at which it was stopped. All rules, including those concerning player participation and eligibility, shall carry over to the completion segment. The home team manager is responsible for scheduling the completion segment. Whenever practical, games played under this Rule shall be played to completion.
2. A team that wins a game (an official game) must satisfy the requirements of Rule 4.I or else it shall forfeit the game. Rule 4.I does not apply to games terminated because of rain, lightning, or darkness under Rule 4.J (unless it is an official game).

M. Bases

1. First, second, and third bases will be sliding bases (i.e., will not be tied down). Home plate will be of heavy rubber construction. A Safety Base may be used at first base.

N. Plowing Over Catcher/Basemen and blocking Bases

1. No fielder, including the catcher, may block any base while waiting for a throw. If it is determined that a fielder or catcher has blocked a base without the ball in hand or glove, the runner shall be awarded that base.
2. **FAKE TAG – No defensive player may make a tag attempt on a base runner if that defensive player does not have the ball in his possession. This is to ensure the safety of the base runners. The penalty for infraction of this rule is that the base runner will be declared “Safe” and the offender may be ejected from the game.**

O. Protests

1. No protests will be allowed in Coach Pitch.

P. Rescheduling Games

1. With the approval of the League Coordinator, who will consider the availability of fields, any game may be rescheduled by the coaches, or it may be done by the league. It must be done no less than five (5) days prior to the scheduled game date.

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Q. Rules for Coach Pitch

- A. A batter will be called out if he/she throws the bat after one warning per player, per game, from the umpire.
- B. It will be an automatic out if a base coach touches a base runner while the ball is in play.
- C. Leadoffs are not permitted. The runner cannot leave the base until the ball is hit. After one warning from the umpire, a runner or runners will be called out for taking a leadoff or leaving the base before the ball is hit.
- D. Stealing is not allowed. There will be only one warning per player per game. A player, who, after being warned once, attempts to steal, will be called out.
- E. Whenever a ball enters the Dead Zone, and is controlled by a defensive player in either hand or glove, the play is dead and the runner(s) shall return to the base(s) last touched. The only exception to this Rule shall be for a runner proceeding from third to home who has passed third prior to the ball entering the Dead Zone - that runner may either score, be tagged out, or return to third, all at the runner's own risk. If the ball is thrown out of play without entering the Dead Zone, the runner(s) will be awarded bases per the official Baseball Rules.
- F. A defensive team will consist of ten (10) players of which four (4) must be outfielders positioned at equal outfield depth. Outfielders shall also be positioned a minimum of four (4) feet into the outfield grass. In other words, outfielders are not to be positioned in the infield. Only if nine (9) players are available, may a (3) three-member outfield be used. If only eight (8) players are available, a team will play without the catching position and have the pitcher cover the dead zone after the ball is put in play. If only seven (7) players are available, a team will play without the catching position and the pitching position. In this case the 1st baseman or other infielder would cover the dead zone after a ball is put into play. Alternately, coaches may borrow a player from their opponent for a defensive position only.
- G. Until the ball is hit, the pitcher must have both feet in contact with the Pitcher's Line (or rubber) and infielders must play a minimum of forty-five feet (45') from home plate. Play will be stopped by the umpire until the defensive team complies.
- H. No bunting is allowed. A ball is foul unless it passes beyond the Dead Zone. Any hit ball that travels beyond the Dead Zone in fair territory is a fair ball whether hit cleanly off the tee or not. If a player plays the ball on the ground within the Zone, the ball is foul. If the ball is caught on the fly within the Zone, the batter is out.
- I. Two (2) defensive coaches will be permitted on the playing field while their team is on defense. These coaches must position themselves beyond the infielders in the playing field. These coaches cannot physically position the players when the ball is in play. Once the ball is put in the play, the defensive coaches cannot impair the progress of the game. If a defensive coach makes contact with a ball in play, or touches any defensive player or touches or interferes with an offensive player when the ball is in play, the batter will be awarded a home run.
- J. **Collisions with the tee must be avoided at all times. It is the designated coach's responsibility to remove the tee immediately after ball is struck and either hold it or set it in a safe place until play is over.**

Article 5 - Special Instructional Coach Pitch Rules

- A. The Home team shall provide an umpire who may be the Head Coach, an Assistant Coach, or another parent for the complete game. Said umpire shall be knowledgeable of all PYO rules, particularly the rules governing Coach-pitch. The umpire shall be charged with the enforcement of said rules for the safety and instructional quality of the game for the children. The Umpire shall perform umpiring duties in a manner in which will be instructional and educational to the team participants.
- B. In Coach-pitch, no new inning may start after (1:45) one hour forty-five minutes, unless the score is tied and game is not a complete game by definition in Article 4.L. If not a complete game, one (1) more inning will be played. If the game is still tied after that inning, the game ends in a tie.
- C. In Coach-pitch, the Head Coach or Assistant Coach, or someone designated by the Head Coach, shall pitch (3) three pitches, and only three pitches - irrespective of the "goodness" of each pitch, to each of the batters entitled to come to the plate. If said batter hits the pitched ball, play shall proceed according to all of the rules. If the batter does not hit the pitched ball after three pitches, he or she shall proceed to hit from the tee with a zero pitch count. The Pitcher-Coach may not use any props or foreign objects while pitching.. ie Buckets -mats etc.

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In Class Coach Pitch games, walks are prohibited. If after three attempts to hit the Coach-pitched ball, the ball should be placed on the batting tee and the batter shall bat from the tee by taking a full swing at the ball. (A strike out is permitted only if the batter clearly misses the tee and ball on the third strike).

When the tee is in use, the pitcher, much remain in contact with the pitching rubber until the ball is hit.

When the tee is in use, the catcher should stand **opposite** the batter and against the backstop and must be wearing all gear in its proper position.

i.e. right-handed batter, catcher stands on 1st base side of backstop,
left-handed batter, catcher stands on 3rd base side of backstop.

In Coach-Pitch:

A batter may only go to 1st base on any fair ball hit from the Tee. All base runners may advance a maximum of (1) base. **A batter may only go to 2nd base on any fair ball hit from the coach pitcher that reaches the outfield grass.** If the game is played on a larger than normal Coach Pitch Field, the ball must reach a designated outfield line drawn and agreed to by the coaches before the game starts. All base runners may advance a maximum of (2) bases. Runners may not advance on overthrows. The above rules (1 or 2 bases) also apply to the last batter and all base runners. A batter hits a fair ball from the Coach Pitcher over a designated outfield fence, the batter will be awarded a Home Run.

- D. In Coach (CP) games, an inning will consist of nine (9) batters or three (3) outs. When the ninth (9th) batter comes to bat, there are automatically two (2) outs. Play on the last batter is over when he reaches 1st or 2nd base. When the play on the last batter is over, the inning is over.
- E. In Coach-pitch, the Player-Pitcher shall position himself or herself directly (within 1 foot) to the left or right of pitching rubber when the Pitcher-Coach is pitching. If the Pitcher-Coach is not pitching, then the Pitcher-Coach shall position himself or herself directly 3 feet behind the Player-Pitcher, who shall be in position with both feet in contact with the pitching rubber.
- F. If a batted ball touches the pitcher-coach working in the infield, before it has bounded past, over, or touched the player-pitcher or any other fielder, it is a dead ball, and all runners must return to the last base legally occupied. The batter-runner shall return to the plate and bat again with the same pitch count as before the batted ball was declared dead.
- G. If a batted ball is deflected by a fielder in fair territory and hits the pitcher-coach while still in flight, and then caught by a fielder, it shall not be a catch but the ball shall remain in play.
- H. The outfield cannot make an unassisted force out or tag out. The outfielder must transfer the ball to an infielder to complete a force out or tag out.
- I. In Coach-pitch, for the safety of the players, the league will use the Rawlings Official T-ball with synthetic leather cover and sponge center, or an equivalent ball

Article 6 - Rule Changes

- A. Persons wishing to institute “special rule” (a waiver or modification of these Rules for fewer than all Classes and for 1 season or less) or make permanent modifications to these Rules must proceed as follows:
 - 1. Deliver to the President a written copy of the special rule, new Rule, or notified Rule one (1) week before the next regular business meeting. This may be done, for example, by providing the President with a copy of the existing Rules “marked up” to show the proposed change.
 - 2. Appear at the next regular business meeting and read the proposed special rule or modification, explaining the need or basis for the proposed special rule or modification, and provide an indication of the level of support for the proposal.
- B. Thereafter, at that meeting, the President will ask for comments from the floor and may take a non-binding vote on the proposal.
- C. The President may then elect to have the Executive Board vote on the proposed modification at that meeting or may refer it to the Executive Board for further study. A majority vote of the Board is required for approval. If the Board vote is a tie, the Baseball Commissioner shall cast the deciding vote.
- D. If referred to the Executive Board, the Board shall render its decision within one week and communicate its decision to the proponent promptly. The decision of the Board will be announced at the next regular business meeting