



Coach Pitch Rules

Park Rules and Guidelines

Always follow the three F's of youth sports- have Fun, make Friends and learn Fundamentals

Our recreational season is a balance of competitive baseball and player development. Do not sacrifice player development to try to win UNTIL the end of season tournament. Force players to try new positions, to work on technique, and to play the game in a way that develops their skills first.

Coaches, as role models for the players and representatives of our league, must conduct themselves in a professional manner to all players, umpires, league administrators, coaches, and fans.

Encourage your fans and coaches to celebrate players on all teams. Eagle Lake Baseball is a family, we want to see our players smile as they get gooder.

Do not hesitate to offer helpful coaching or instruction to players on other teams, the better each team plays, the more each team will have to develop to have success.

Baseball might be the only fun activity some players participate in, cherish that responsibility to keep it fun.

The best interests of the kids come first.

DO YOUR BEST TO SPEED THE GAME UP. Change innings quickly, hustle, give the kids as much game time as possible.

Make sure to become familiar with the names of players that stand out on the opposing team, this will help ensure the best players represent our park in All Stars.

League Notes

Coach pitch is the first experience with baseball that 'counts' in a competitive fashion. While it can be tempting to fixate on strategies that result in winning, developing the player's skill set must come before that. Your job as coaches is to prepare each of these players to be successful in the Rookie division. Throwing the ball from short stop to first base is unlikely to result in an out, but it is critical to continue to attempt that play for the development of the players. No player gets better at catching or throwing by chasing runners with the ball, let's invest our time in teaching those skills that will be needed in the rookie division. If we do our job to prepare the players for their next division, it's far more likely they will continue to play this game for years to come.

Administrative Rules

All players must be in uniform, including Jersey, Cap, Pants, Cleats.

Home and Away teams will be listed on Sports Engine and Game Changer. Home teams will be in the first base dugout, Away teams will be in the third base dugout.

Home team will officially score the game on GameChanger.

Away team will manage the scoreboard via Dak Score app.

Each team must provide a lineup to the opposing team. Each team is required to bat their entire lineup.

Players must use a bat with a USA Baseball stamp and Tee Ball stamp.

Games and scores will not count towards the end of season tournament seeding until after the midway point.

Rule or procedure challenges will be resolved by the Umpire in Charge Alex Santiago or Umpire Liaison JJ Britt.

No new inning will start after 60 minutes from the official start time. Innings that have started must be completed unless the home team is ahead. When games do not count towards standings, a drop-dead time of 75 minutes will be enforced (hitter will finish their at bat and game will end immediately after).

There is a run limit of 6 runs per half inning. There are no run rules or mercy rules in this division.

Gameplay Rules

Coaches positioning-

On offense, a 'pitcher' coach, third base coach, and first base coach will be allowed. We also encourage a coach from either team to help behind home plate, this can speed the game up tremendously by assisting with the pitched balls and providing the tee quickly.

The 'pitcher' coach will be approximately half way between home plate and the pitching rubber (~25 feet) and will throw overhand with one knee down on the grass or small towel/pad.

On defense, a coach between near the shortstop and a coach near the second baseman will be allowed BEFORE the midway point. Take advantage of this and get your players prepared. **After the midway point**, two defensive coaches will only be allowed in foul territory, each coach will be approximately 15 feet beyond first or third base.

Offense-

Before the 'pitcher' coach begins to throw to the hitter, they must scan the field making sure the defensive coaches and players are ready. Then verify the umpire is ready before pitching.

The 'pitcher' coach will have four baseballs. The hitting coach will pitch until a ball is in live play, with a maximum of three pitches unless the last(third) pitch is hit foul. If a ball is not put in play after three pitches, the fourth will be hit off of a tee. **After the midway point**, if a player misses three pitches they are out, no tee is available.

Any pitched ball that is in fair territory is considered live. If the ball is hit from a tee, it must reach the grass fair territory to be considered live.

Neither intentional or unintentional bat throwing will be tolerated. The first offense will be a warning, the second offense will be an out, and the third offense will mean the player will sit out the rest of the game.

No stealing or leadoffs, baserunners must remain on the base until the ball is hit.

A "No Slide Rule" is in effect, meaning runners are not required to slide into a base if they do not make intentional or malicious contact.

If the defense does not force the runner to stop, and the runner never slows down/stops, they will be permitted to keep advancing.

No Bunting Allowed

Defense-

Teams should have a third baseman, short stop, second baseman, first baseman, pitcher, catcher and rover. The rover is considered one of the four outfielders but will be permitted to make force/tag outs like an infielder. If a team has more than ten players, the additional players will become outfielders. No player sits the bench on defense unless being disciplined. **After the midway point**, only 10 players can play on defense

Defensive players are not allowed to play the same position twice in a game before the midway point. **After the midway point**, you are not required to rotate players. No player can sit the bench twice until every player sits the bench once.

Catchers must wear either a batting or catchers helmet and must stand no closer than the edge of the grass near the backstop.

Play ends when the lead runner is stopped and the umpire calls timeout.

The ball must be fielded and thrown to a base with intention of making an out or stopping the lead runner. An infielder or rover can make a force out at any unoccupied base.

"NO RUN DOWN RULE" means no infielder will be allowed to chase down a baserunner to an advancing base. Commonly referred to as the 'four step rule' because if a player with possession of the ball runs more than four steps, it is no longer considered a legitimate baseball play and the runner will be safe.