

## **OXFORD PARK COMMISSION YOUTH SPORTS PROGRAM**

### **6 Yr. COACH PITCH LEAGUE RULES**

The following rules will apply in addition to the Dizzy Dean Baseball National Bylaws.

#### **General Rules**

1. The 6 Coach Pitch League will consist of boys 6 years old prior to April 30th of the current year.
2. Each game consists of 5 innings or 1 hour. Any inning started before the time limit will be played to completion of that inning. A game will be considered complete if called due to weather conditions after 3 innings or 2 ½ innings if the home team is ahead.
3. All teams must be ready to play fifteen minutes prior to scheduled game time. There will be no alterations of the game schedule without prior approval of the Athletic Manager.
4. No team is allowed to take batting practice on the playing field prior to the game.
5. Should the game be tied at the end of 5 innings of play or at the end of the time limit a tie will be declared.
6. Only the Oxford Park Commission Staff is allowed to cancel scheduled games other than rainouts.

#### **Teams**

1. All players must be in full baseball uniform (Cap, numbered shirt, pants, and socks).
2. No spectator shall be allowed on the playing field during the playing of the game.
3. Only officially registered players of the team and coaches will be allowed in the dugout during games.
4. A complete lineup of players (who are present at the time of start of game) with numbers will be turned in to the scorekeeper prior to game time.

#### **Equipment**

1. RIF (Level 5) Safety Balls will be provided by OPC.
2. **All bats must be labeled with the BPF 1.15 rating**
3. Equipment will be checked out through the OPC.  
All equipment will be returned to the OPC, at the conclusion of the season, as it was checked out.
4. All batters and runners must wear batting helmets. Any batter who bats without headgear is out after the first pitch. Any batter running who deliberately removes the headgear, in the umpire's judgment is out.
5. Equipment must be kept in the dugout when not in use.

## Offense –

1. Extended batting order will be in use – All players will be listed in the lineup.
2. All offensive batters will be pitched to by the coach until they receive 2 strikes. Once a batter has 2 strikes, they will have the option of either A or B below:
  - A) Continue to be pitched to by the coach. Once a 3<sup>rd</sup> swing and miss occurs, the batter is out. A maximum of 5 pitches may be seen by this option. If the 5<sup>th</sup> pitch is taken, the batter shall return to the dugout with no out being recorded. If the 5<sup>th</sup> pitch is fouled, the at bat will continue. A batter is allowed another pitch after a foul ball regardless of the number of pitches thrown. No walks will be allowed.
  - B) Continue the at bat with a tee. The tee may be used with 2 strikes only. The batter can not strike out with the tee. The batter will receive a maximum of 3 attempted swings once the tee is out to put the ball into play. If the ball is not put into fair play by one of the 3 swings, the batter will return to the dugout with no out being recorded.
3. Only seven runs may be scored in any half inning. Seven runs is the maximum, no matter what the outcome of the last batter. This includes the last inning. A half inning is three outs or seven runs, whichever comes first.
4. No player may sling a bat, helmet or glove. A player who slings a bat will be given a warning on the first offense. On the second offense and each succeeding offense, the batter is ruled out, but the play of the ball is continued.
5. Each player must bat in turn, even though they may not be playing defense. Late players will be added to the end of the roster. If a player bats out of order the following rules apply:
  - a. If the improper batter is discovered while still batting, the correct batter will be allowed to bat with the count remaining the same from the improper batter.
  - b. If the improper batter reaches base before discovered, the batter is out and the runners will return to their original positions prior to the ball being hit.
  - c. If the improper batter is not discovered until after reaching base and after the first pitch has been thrown to the next batter, the play stands.
6. No bunting is allowed. There will be a 20-foot chalked arc from the 1<sup>st</sup> base line to the 3<sup>rd</sup> base line in front of home plate. The ball must be on or past this line to be fair. If not, it is ruled a foul ball.
7. No leading off or stealing is allowed. A player must stay on the base until the ball is hit. When a player leaves too early or misses a base while running, he/she will be immediately called out upon touching the next base, ONLY if the umpire witnesses the offense.
8. Sliding is encouraged, but head first sliding is prohibited.
9. Players may only advance 1 base on an overthrow to 1<sup>st</sup>.
10. Helmets are required at all times while batting or base running. Coaches are responsible to make sure all helmets fit well. If this means changing helmets with another base runner, no time out will be charged toward the one time out per inning limit.
11. Balls that move beyond the field tarp or bounce on top of the tarps, will be ruled a dead ball and the runner will be awarded 1 extra base.

### Pitching

1. Coaches will pitch to their own team.
2. The coach may pitch anywhere from the front of the 20-foot foul arc to the pitching rubber that is at 40 feet. Failure to do so will result in the defensive team getting the choice of the play or a rebat.
3. The coach must pitch overhand.
4. Any number of coaches may pitch during a game, but no more than two per inning.
5. A batted ball that touches the coach shall be ruled dead immediately. The pitch will not count against the maximum number of pitches to the batter. Any deliberate attempt by a coach to touch a ball, except in self-defense, will cause the batter to be out and all base runners to return to their previous base.
6. As soon as the ball is hit, the coach who is pitching will leave the field of play, attempt to retrieve the last batter's bat and go to the closest on-deck circle in front of the dugouts. The offensive coach that interferes with defensive players will cause the batter to be out. No runners may advance.
7. The coach pitcher should only coach the batter until he reaches 1<sup>st</sup> base.

### Defense

1. All players will play on Defense. Only six players may play in the infield with the remaining players in the outfield and at least 20 feet behind the baseline. All infielders must play behind the halfway line on the first and third base lines.
2. The pitcher must remain in the pitcher's circle with both feet until the ball is hit. The pitcher may not play closer to the batter than the closest point of the circle to the plate. The pitcher may not play another defensive position other than pitcher.
3. Outs are registered as in regular baseball rules. The infield fly rule is not in effect.
4. The catcher will stand against the backstop when the ball is pitched. Catchers must wear a helmet with facemask.
5. To stop play, the defending team must have the ball, in possession, in the infield cutout and not attempting a play on a base runner. **At the umpire's discretion** - all runners must stop at the base they last touched. Runners past the halfway mark may advance if the next base is unoccupied. Runners caught between two occupied bases are out.
6. Coaches will not be allowed to call time. The umpire will determine when time is to be called and move runners back and forth appropriately.
7. The umpire may call time out if the ball hurts a fielder. If so, the runners will be allowed to advance one base. This rule is for the safety of each player.

### Coaches

1. Base coaches will occupy a position at 1<sup>st</sup> and 3<sup>rd</sup> bases while their team is batting.
2. The defensive team can position two (2) coaches in the outfield for league play only. However the coaches must remain behind the furthest defensive player.
3. Any coach who assist a player while the ball is in play will cause the player to be out.

**THE UMPIRE WILL BE RESPONSIBLE FOR THE OFFICIAL GAME TIME.**

**ALL DECISIONS MADE BY THE UMPIRE ARE FINAL.**

**Keep up with field closures on questionable days through the OPC's Social Media on Twitter, Instagram or Facebook.**

To cancel a practice, check availability or questions in general contact the Athletics Manager by any of the means below:

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