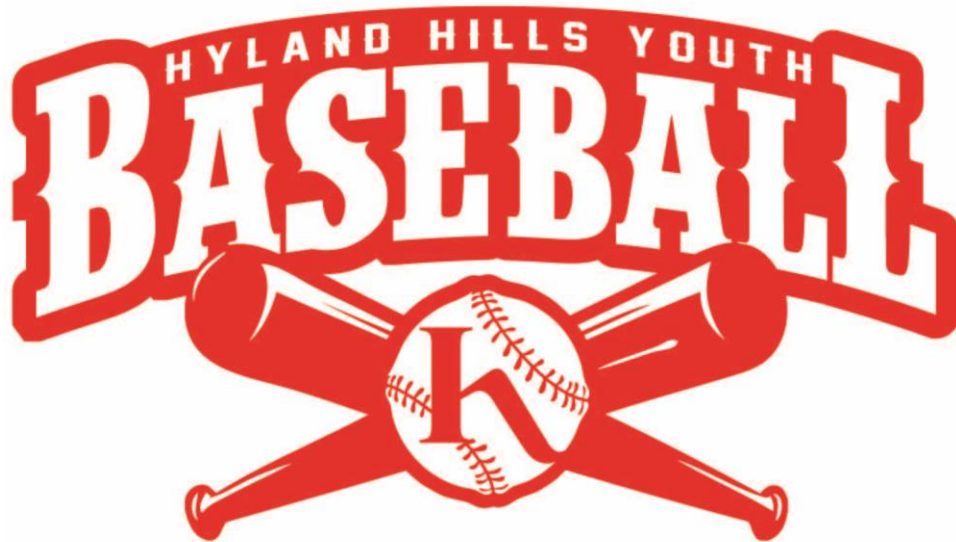




# Hyland Hills Park & Recreation District



## Youth Coach / Machine Pitch Rules 2022

### Performance Objective of the Coach/Machine Pitch Program

The performance objective for the Coach/Machine Pitch program is for our children to participate in coach assisted Baseball game that will be used to develop individual player skills in a non-competitive environment. The dimensions of the Coach/Machine Pitch diamond are smaller than regulation baseball. This division was developed as a teaching bridge between the t-ball and kid-pitch (Sluggers) divisions. The emphasis will be on instruction, developing basic skills, teamwork and having fun. There shall not be any pressure placed on players to “win”, or any coaching strategy designed to “win” the game. The rules are simplified to accommodate young beginner players. The program emphasizes skill development and sportsmanship over winning.



## Performance Goals of the Coach Pitch Program

1. Familiarize players with the concept of teamwork and with the responsibilities of a team-member. Players will know and address all teammates by name.
2. Familiarize players with the concept of sportsmanship. We will not run-up the score on any team. We will shake hands with the opponent after the game. Etc.
3. Players will demonstrate knowledge of basic offensive and defensive strategies.
4. Players will be able to identify parts of the baseball diamond.
5. Players will be able to identify the positions played in the game.
6. Players will be able to identify equipment used in baseball.
7. Players will be able to assume a proper batting position in the batter's box.
8. Players will be able to hit a ball from the pitching machine.
9. Players will be able to run the bases.
10. Players will be able to assume the baseball ready position on defense.
11. Players will be able to field a ground or fly ball.
12. Players will be able to make a throw to the appropriate base or cut-off man.

## General Information

1. Boys and girls baseball ages of 7 & 8 years old (as of April 30, of given year) are eligible to play.
2. All games will be played at Carroll Butts, Hidden Lake Waddell.
3. Practices can be twice a week.
4. Coaches have the authority to not play a player that has too many unexcused absences.
5. All spectators, parents and players should refrain from sitting/standing behind the backstop and heckling the coaches and players
6. Parents, players or spectators acting in an unsportsmanlike manner will be asked to leave the field, bleachers and area.
7. Players must furnish their own glove, shoes and Softball and Baseball Pants. Caps and shirts will be provided. Participants are not allowed to wear shoes with metal spikes.
8. Please do not add any names, numbers, etc. to baseball jerseys, T-shirts or batting helmets until the season is over.
9. There are no umpire for this age group and score will NOT be kept.

## Safety

1. Safety is always first.
2. No throwing the bat.
3. All batters will wear a batting helmet while both at bat and on base. Full catcher gear must be worn: helmet, mask, chest protector, shin guards, mitt and protective cup.
4. No base stealing.
5. The on-deck batter will wear a helmet.
6. Shoes with steel spikes are prohibited.
7. No jewelry will be worn.



8. Throwing the bat by the batter constitutes an OUT. Speak with the player first, point out the danger that is caused by throwing the bat, but if the problem continues the player will be forced to lose an "at bat turn".
9. You can use only the baseball HYLAND HILLS provides for the game.
10. **The On-deck Position Is Not Permitted. Players are not allowed to hold a bat in their hands until the coaches call them to bat. At that point, they are permitted to pick up their bat (from a controlled area, bat rack, and proceed to home plate to take their position in the batter's box. They may take a couple of practice swings on their way to home plate.**
11. **Do not let the Catcher Throw the Bat coaches please help with that.**

### Start of the Game

1. A team should field a minimum of 8 players to complete a game.
2. Teams may play entire roster in the field while on defense. Players will be positioned as normal infield with all remaining players positioned in the outfield.
3. All players present will be placed in the batting line-up and will bat in the order listed.
4. The home team will sit on the first base side.
5. Protest will not be allowed. All rule disagreements will be settled on the field between coaches from each team. **Judgment calls by the coaches are not to be protested.**
6. Each coach shall be responsible for the conduct of his/her players and fans/spectators.
7. Both Teams are responsible for cleaning up the area after each game.
8. No animals/pets of any kind are permitted on the fields during practices or games there is NO exception to this rule.

### Players and Positions

1. A team should field a minimum of 8 players to complete a game.
2. All players present will be placed in the batting line-up and will bat in the order listed.
3. If a player is hurt, they may be removed from the game and at a later time return to the game.
4. A fielding team will consist of 8-12 players.
5. On defense, the players will be positioned at Catcher, 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield area. The pitcher must be on the pitching mound. Outfielders must start in the grass area.
6. In every game, each player must play an infield position for at least one inning (pitcher, catcher, first baseman, second baseman, third baseman or shortstop). The intent of this rule is to promote instruction and participation and should not be interpreted or used to give any team a competitive advantage. Every manager and coach must use their best efforts to ensure that this rule is followed for the benefit of the players.
7. The batting order must be shuffled every game. All players should get the opportunity to bat leadoff, cleanup, etc. at some point in the season.
8. Substitution Rule: Open Substitution. No courtesy runners.



## Coaches and Assistants

1. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
2. A maximum of 2 coaches from the defensive (fielding) team are allowed on the playing field. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information. **Coaches must avoid interfering with live play.**
3. The team at bat will have their coach pitch to their players. If coaches are coach pitching instead of machine pitching, they must safely stand as close to the pitching machine as possible while pitching.

## Play of the Game

1. **Regulation game is 4 innings. Game time limit is 1 hour and 30 minutes** with no new inning will be started after 1 hour and 15 minutes.
2. The game will be counted as a complete game if interrupted by darkness or weather after 2 innings or 1 hour of play.
3. **Make the game fun.**
4. During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
5. **Base Distance: 60 feet.**
6. **Pitching Distance: 46 feet**
7. The next batter will not approach the plate until called by the coach.
8. **No bases on balls (walks) or strikeouts. A maximum of 6 pitches per batter.** It is the coaches discretion to either coach pitch or use the machine. If a batter is hit by pitch or the pitch is unhittable, the pitch will not count towards the 6 pitches. If the batter does not hit the ball in play in any of the 6 pitches, a batting tee will be used for the player to put the ball in play. A second offensive coach may be positioned behind the catcher to assist with the tee and past balls from the pitching coach.
9. In Machin Pitch the play is considered 'over' when the ball is returned to a player at the mound or any base.
10. No bunts are allowed.
11. **Teams will bat their entire lineup each inning.**
12. Outs: Players determined out by a fly ball, force out or tag out will return to the dugout and their coach should explain why the player was called out. **Teams on offense may have more than 3 outs.**
13. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
14. **Infield fly rule is not in affect for this age group.**



#### 15. PLAYING THE PITCHING MACHINE:

The marked area surrounding the pitching machine is a dead ball area, no players are allowed in the area at any time. For this reason, the following rules shall apply: **Batted Ball:** If a batted ball comes in contact with the machine, power cord or the coach inside the circle, or if the batted ball comes to a stop inside the circle, the ball is dead. The batter will be awarded first base. Only runners that are forced to advance will advance one base. If a batted ball comes in contact with the pitching coach, OUTSIDE of the pitching circle the ball will be dead. The batter will be declared out and no runners may advance (this rule is intended to prevent purposeful coach interference). **Thrown Ball:** If a thrown ball comes in contact with the machine, power cord or the coach the play will immediately call dead ball. Runners will be awarded one base beyond the last base touched at the time the ball was declared dead. The coach must make every attempt to avoid being hit by a thrown ball. **Thrown or Batted Ball:** If a thrown or batted ball goes through the pitching circle without making contact with the machine, power cord or coach, either in flight or on the ground, and does not stop inside the circle, the ball is live. **Unintentional Entry:** If a player unintentionally enters the pitching circle the coach will call dead ball. The batter will be awarded first base and runners will advance if forced.

### Base Running

1. The runner may not leave the base until the batter strikes the ball.
2. **Base stealing is not permitted.**
3. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
4. Tagging-Up: A base runner will be allowed to tag-up after a fly ball out (base runner leaves base after fly ball is caught) only if the ball is caught in the outfield grass. Tagging-Up is not allowed on infield fly outs.
5. There will be no advancing on bases on overthrows
6. Bases running in Machine Pitch is considered "station to station", meaning runners may advance only one base at time. Unless the ball passes the outfielders, see 7 AND 8 below.
7. If the batter hits the ball past the outfielders (grounder or line drive), they may advance two bases at their own peril.
8. If the batter hits the ball past the outfielders (in the air), they may advance all bases at their own peril.
9. Baserunners will not be called out for interference. The game will be stopped, and the rule explained to them.



## Behavior and Discipline

1. **Arguments between coaches will not be permitted.** Sportsmanship is encouraged in all areas of the game. "Chanting" positively for your team is a good way to show your support and approval.
2. **The following are not permitted by players, coaches, parents, or spectators:**
  - A. Yelling at or taunting the opposing team.
  - B. Obscene language or gestures.
  - C. Abusive language.
  - D. Throwing any equipment.
  - E. Arguing judgment calls.

NOTE: Any Coach or spectator who is ejected from a game for unsportsmanlike behavior, at minimum will be suspended for the remainder of that game and the next 1 game their team plays.

## Machine Setup/Adjustment

1. Games will be played with a pitching machine placed at approximately 46 feet from the plate.
2. The machine will be set before the start of the game and in general the machine will be set to have the ball land approximately 8-16inch behind home plate.
3. The machine may be adjusted for accuracy at the beginning of a team's at bat half inning before the 1<sup>st</sup> batter
4. The machine will be set on a speed of 35mpr NO HIGHER