

## **SIMPSONVILLE AAU BASEBALL – 2<sup>nd</sup> & 3<sup>rd</sup> GRADE COACH'S PITCH RULES**

1. The game shall be 5 innings or 1 hour 5 minutes. No new inning will begin once 1 hour 5 minutes have been played, the umpire will announce to both teams to official starting time prior to the first batter of the game taking a pitch.
2. If a team fails to field eight players within 15 minutes after scheduled game time that team will forfeit the game.
3. Bases shall be 65 feet apart.
4. Casts, jewelry, watches, etc. shall not be worn during the game.
5. **There will be 10 defensive players in the field at once, 6 infielders IF one plays the catcher position somewhere behind the home plate area (does not have to squat at homeplate, nor be in full gear – must wear at least a batting helmet with face mask) and 4 outfielders (at least 20' beyond the baselines). If the team chooses NOT to field a player/catcher then there can only be 5 infielders and the extra player must be in the outfield.** The player pitcher shall begin play with at least one foot inside the circle around the mound (46') and may not stand in front of the adult pitcher'. When the ball is put in play the coach pitcher must move off the field of play without interfering with any runners or defenders – if the umpire feels a coach intentionally interferes with a play the batter will be called out, if interference is deemed accidental – no pitch will be declared and all runners will return like the play never happened.
6. Once a defensive player has possession of the ball in the circle and asks for time by holding the ball above his head and saying “TIME” - once the umpire grants time all runners who have not reached the half way mark to the next base must return to the previous base and maintain contact there until the ball is put in play by a batter (this is totally up to the umpire's judgment and is not up for discussion) – players should understand they stop the runner(s) advance then get the ball to the pitcher just like in a regular baseball game. The umpire may grant time at his/her discretion while the ball is NOT in the circle if play has been stopped and no runners are attempting to advance to keep the game moving as it should – once the umpire calls time for any reason, any play after that will be nullified.
7. Offensive base runners will NOT be allowed to take off running when a throw to the pitcher is released “just in case it is a bad throw or a missed ball” – (Ex. A runner is on second base and the short stop has the ball – the runner could not logically advance to third – when the SS starts to release the ball to the pitcher the runner takes off for third anticipating a possible dropped ball by the pitcher – this is not teaching true base running) if the throw gets away from the pitcher then and only then the runner may advance 1 base (if an attempt to get the player out results in a throw away the runner may advance another base).
8. “Merry Go Round” base running will not be tolerated – this does not teach the kids proper base running. This or any similar tactics will not be tolerated and continual disregard for the intent of these rules may result in disciplinary action and possible loss of future coaching privileges.
9. Everyone will be fine if you focus on “Teaching the game of baseball” and not teaching them “how to win a coach's pitch game”. There are shortcuts that may help you “win” a game – but are not helping your players develop a better understanding of how the game should be played.
10. Managers shall be required to list all players present in the batting order for each game. The batting order shall remain the same throughout the game. Players who arrive late after the game has started shall be added to the **END OF THE BATTING ORDER**. Player should play a minimum of every other inning of defense – meaning any player in the dugout for the 1<sup>st</sup> inning will be in the field for the 2<sup>nd</sup> inning and so on.
11. The offensive team shall provide an adult coach to pitch and one to catch, when a ball is put in play these coaches should move as quickly off the field as possible without interfering in the play. The adult catcher is there to help speed the game along by getting the ball back to the pitcher quickly and to help the batter with stance etc. NO COACHING THE BATTER WHILE THE PITCH IS IN THE AIR (ex. “SWING – DON”T SWING etc.)
12. If a batted ball hits the adult pitcher the ball will be declared dead and the batter will be awarded first base and all runners may advance one base. If the umpire decides the ball was touched by the adult intentionally the batter will be called out, no runners may advance and the adult pitcher must be replaced in the game.
13. The pitcher will wait to make sure the defensive team is ready prior to delivering a pitch to a batter.  
**Pitcher - THROW DARTS** – rainbow pitches create bad swing habits – teach your players to hit line drives – if they get in the habit of trying to hit the ball in the air it will hinder them in the future. Keep your pitches level and between the belt and knees to help train better hitters down the road.
14. Each batter gets 5 pitches; there are no called strikes or strike outs,. On the fifth pitch, the batter is out if the pitch is taken or swung at and missed. If the ball is fouled, the batter stays alive and the next pitch is treated as the fifth pitch.
15. **An inning shall end with the third out or end of play of the tenth batter in that inning. When the tenth batter steps to the plate, two outs will be declared. The end of play on the tenth batter shall be interpreted to be when:**
  - \* an out has been made on the tenth batter or any baserunner on base at the time the tenth batter bats;
  - \* or when the umpire declares that play dead because a baserunner cannot advance without being put- out because a fielder is holding the ball between him and the next base he is going to;
  - \* or when a fielder is touching home plate with the ball in his possession.
16. **No player may bat more than one time per inning.** If a team has less than ten players, the last batter to bat in the inning shall be treated as the tenth batter. The offensive team shall announce the “tenth batter” to the umpire.
17. **Coaches should rush their teams on and off the field between innings, from the last out of one half inning to the first pitch of the next should take no more than 3 minutes. And by doing this and keeping your batters ready to RUN up to the plate when it is their turn to bat, we should get 5 innings of play in during the time limit allowed.**
18. There shall be no base on balls. Leading off base and/or stealing is not allowed. The infield fly rule shall not be in effect.
19. Two adult base coaches, at first and third, and one dugout coach is permitted.
20. Batters shall not “sling the bat” during their turn at bat. Penalty for violation of this rule: the Umpire in Chief shall call time and warn both managers that the next batter, for either team, that “sling their bat” will be called out.
21. **Games will not be rescheduled due to school, church, or any other similar reasons.** Games will only be rescheduled by the Simpsonville Recreation Department. Coaches may not re-schedule games amongst themselves. Other than extraordinary circumstances, games may only be re-scheduled due to incimate weather.