

## **KINDERGARTEN COACH PITCH PLAYING RULES**

This program is designed to assure that youngsters in the Coach Pitch division participate in learning basic baseball skills in a non-competitive environment. This objective is clear-cut and must be met in order for this league to be successful. Every youngster must be exposed to infield and outfield positions and be taught structured basics in catching, throwing, fielding, hitting and base running. This program will evolve over a nine-weekend period in programmed instructions and non-competitive instructional game environments.

- 1) There are nine weeks of games with modified rules to enhance total involvement and participation.
- 2) Field dimensions are: Baselines 50'.
- 3) Time limit for games is one (1) hour with no exceptions. The team that is at bat when the time is reached should complete their at-bat, but do not exceed the time of one hour and fifteen minutes.
- 4) Formal score is not kept – these games are to be played as intra-squad scrimmages and no more.
- 5) Coaches may be on the field defensively, but not interfere with the ball nor scream instructions. Coaches are there to teach and correct, not direct.
- 6) Each team member plays defensively each inning.
- 7) Each inning the fielders must rotate positions within one side of the field. The only exception will be at first base or catcher. Some youngsters resist playing there. Don't force them.
- 8) The coaches will pitch to their own batters, but not interfere with the batted ball.
- 9) Each batter will bat in each inning, no matter how many runs or outs are made. The inning is over when the last batter bats. Outs are not recorded.
- 10) To provide a learning experience each batter/base runner should be made aware whether he is safe or out and why. Each batter gets five (5) pitches to hit a fair batted ball. If the fifth pitch goes by, the batter advances to first base as if walked. Young players are encouraged to hit the ball. Walking to first base allows young players the opportunity to run the bases.
- 11) Runners may not leave the base until the ball is hit. There is no stealing, no running on a passed ball, no pick-off plays, no penalty for leaving early, no arguing over base running rules.
- 12) Runners will halt their advance when pitcher has possession of the ball in the areas of the mound. Please stop your runners at the base they are obviously headed for when this occurs.
- 13) The batting order must change each inning. The first batter drops to the last batter in the next inning and each batter moves up in the order. Rotate accordingly for the next game.