



All Adults Working Together for the Benefit of All the Children

Our League Goals:

- *To help players develop basic baseball and teambuilding skills in a safe, positive and fun environment.*
- *To foster equal opportunity for every player, regardless of their level of skill or experience.*
- *To strengthen community spirit through sportsmanship and providing an opportunity to create new friendships.*

“Individually we are one drop. Together, we are an ocean.”
-Ryunosuke Akutagawa

Division IV: Coach Pitch Guidelines

Ages	6 – 8 yrs (must be 6 by June 9)
Standard Roster Size	10 - 12
Play Type: Coach/Player Pitch	No tees. First ½ of the season is coach-pitch. Second ½ of season is kid-pitch.
Age-Appropriate Rules	No score is kept. Outs are recorded. “Out” players return to the dugout. Inning ends after 3 outs or 8 batters.
Age- Appropriate Equipment	Safety-Soft baseballs, metal bats (Drop-Weight: -10 to -13)
Parent Provided Equipment	Glove & batting helmet are required.
League Provides Uniform	League t-shirt and baseball cap.
Practice & Play	Tue. & Thu. evenings, 6:30pm, June 9 – Aug. 6
Volunteer Coaches	Application, screening & background check required.

Division IV: Coach Pitch Gameplay

No parents on the field unless they are a designated base coach or pitcher per rules below.

Batting

- Batting team has a parent volunteer “base coach” at 1st & 3rd base.
- Players may be thrown out, tagged out, or fly out. Base coaches make the safe/out calls.
- No base stealing or leading off.
- Out players must return to their dugout.
- No score is kept, but outs are recorded and 3 outs end the inning.
- Inning ends when 3 outs have been recorded OR when 8 players have been to bat; whichever comes first.
- Batting order must remain the same throughout the game.

Pitching

- We DO NOT call balls & strikes. Batters “strike out” if they fail to hit; there are no “walks”.
- **First Half of Season:** Batting team’s coach/ asst. pitches (overhand or underhand). If a batter fails to hit after 5 pitches from their coach, they “strike out.”
- **Second Half of Season:** Opposing player pitches. If a batter fails to hit after 5 pitches, the batter’s coach steps in and throws two more pitches. If they still fail to hit, they are “out”.

On Defense (in the field)

- Defensive team provides one coach at home plate to asst. catcher with gear, to call “outs” at the plate, and to call “time” on the field. No other defensive coaches on the field.
- All players on the field positioned in an arc on infield & outfield. Extra players in outfield. Outfield players must be off the infield and in the grass. Defensive players may not stand in the path of the base runner.
- Fielders may catch a fly ball, throw to base, or tag to get outs. Out players to dugout.
- When a fielder has possession of the ball on the infield, they may choose to raise their hands above their head and call to the coach at home plate for “time”. Baserunners must stop at the base to which they are advancing when “time” is called.
- Inning ends when 3 outs or recorded OR when 8 players have batted.

Other Gameplay Rules & Regulations

League Provided Equipment

Safety-Soft Baseballs, metal youth bats (3). Throw-down bases

Field Dimensions

50’ base paths / 10’ Foul Line arc/ 40’ pitching rubber, 12’ pitch circle

Game Length (Time)

70 minutes max. Do not start another half inning, even if home team didn’t get last at bats.

Home/Away, Dugouts

Home Team starts in field; Visitors start batting.
Visitors take 1st base side “dugout”; Home takes 3rd base side dugout.



Little Lacey Tee-Ball and Baseball League Safety Rules (All Divisions)



- Safety #1** Player's parent or guardian must be present at all games & practices.
- Safety #2** Parents and coaches must teach bat safety rules at practice.
- Safety #3** Players must attend two full practices before participating in their first game.
- Safety #4** No children or adults may climb fences or backstops.
- Safety #5** If you hear thunder or see lightning, take shelter in your car or in a building.

Division IV: Coach Pitch Specific Safety Rules

- Closed-toed shoes required; no sandals, flip-flops, or Crocks.
- **Feet-first sliding only!** Head first sliding is prohibited.
- Players must be taught to avoid collisions. *It is not age-appropriate to knock the ball loose by purposely running into an opponent.*
- Batting helmets required when hitting, base running, or on deck for both practices and games.
- Catchers must wear full protective gear. (League provides 1 set per team)
- The on-deck batter is responsible for moving the bat out of the way before a runner crosses plate.

Inclement Weather/Cancellation Policy

- **The league does not issue practice/game cancellations due to rain.** We encourage an alternative team building activity, such as playing at the park or tag games. However, practices/games will be cancelled in the event of thunder and/or lightning lasting more than 10 minutes. If a team chooses not to participate in an alternative team activity, a coach may elect to cancel. When canceling a practice, coaches must notify their team roster as well as the league coordinator. When cancelling a game, coaches must also notify the opposing team. A cancelled game may or may not be rescheduled. Rescheduling will be done at the discretion of the league coordinator.
- **Air Quality:** All league events will be cancelled if the Olympic Region Clear Air Agency (ORCAA) Washington Air Quality advisory is above 150 (unhealthy) due to smoke from wildfires. The league coordinator will contact all participants and coaches.
- **High Heat/Temperature:** Games will be cancelled when temperatures reach 95 degrees Fahrenheit or higher.