

Platteville, LaSalle, & Kersey

Coach Pitch & T-Ball

T-Ball and Coach Pitch are activities designed to teach elementary-aged participants the basic rules of baseball and softball. It eliminates disadvantages of numerous walks and action-less play caused by the pitcher's inability to control the ball. In addition, more time is spent on the fundamentals of hitting, fielding, running, and throwing. Other modifications adapted to the ability of the players are as follows:

Purpose

- To allow participants to have fun in a safe environment.
- To allow all participants the opportunity to participate
- To teach basic skills and fundamentals of not only baseball but teamwork and sportsmanship
- To provide participants the opportunity to learn the fundamentals in a recreational atmosphere.
- To provide participants with a chance to develop social, motor, and movement skills.

Rules & Regulations

A. Equipment

1. All players must provide their own glove.
2. Aluminum or metal cleats are not allowed. Only rubber or plastic cleats will be deemed acceptable for play.
3. Uniforms will be provided by the sponsoring recreation agency.

B. Measurements

1. Game Ball
 - a. Soft pitch baseball
2. Bases: The playing field will be white chalk
 - a. Bases will be 60.'
3. Batting Circle: There will be a 6' arc around home plate.
 - a. Ball must be hit through arc boundary and in fair territory for hit to be live.
 - b. If the batter hits the ball, and it does not go outside of the arc, they will receive a second try. If the ball does not go past the arc on the second attempt the player is out.

C. Playing Rules

1. Field Players
 - a. T-Ball: All players allowed on the field for defense. No catcher

- b. Coach Pitch: 10 players (4 outfielders, 4 infielders, 1 pitcher, 1 catcher)
2. Batting Order
- a. Batting order is left to the discretion of the coach, but once it is established it must stay the same.
 - b. All players present will bat in order.
 - c. T-ball: Team will bat through entire lineup then switch sides. No outs on bases will be called.
 - d. **Coach Pitch:** Team will bat through lineup UNLESS 3 outs are made. If 3 outs are made, the next person in the lineup will lead-off the next time the team is on offense.
3. Players to Bat
- a. T-Ball: All players present at game will bat each inning.
4. Rules
- a. Hitters run on any fair ball.
 - b. All players at bat must wear a helmet.
 - c. Base runners cannot lead off, nor can they steal bases.
 - d. No sliding will be allowed; it will be an automatic out and child will be asked to return to his/her team bench.
 - e. Base runners may advance only on a hit ball.
 - f. Any batter that throws his/her bat will be out and must go to the team bench.
 - g. It is recommended that coaches and/or parents help in the field during games.
 - Coach Pitch: There will be a maximum of 3 coaches in the field helping on defense.
 - T-ball: allowed coach at first base, third base, and no more than 2 in the outfield helping on defense.
 - h. Bunts are not allowed; players must take a full swing at the ball.
5. T-Ball Specifics
- a. Each batter is allowed a maximum of 5 swings. After the 5th swing, the player must return to the team bench.
6. Coach Pitch Specifics
- a. Each Player will get 4 pitches from the coach.
 - b. After the 4th pitch from the coach, the tee will be brought out and the player will get one swing to hit the ball into fair play.
 - c. If the player fails to hit the ball into fair play following 4 pitches from the coach and 1 swing from the tee, the player will be considered out and will return to the dugout.
 - d. Once 3 outs are reached, teams will switch sides.
 - e. If 3 outs are reached, the next player in the lineup will lead off batting in the next inning.
 - f. The coach from the batting team will pitch to their own team. Overhand or underhand is acceptable (pitching style should be determined by the player hitting).
 - g. Players out will have to return to their team bench.

D. Playing Time

1. A game will consist of 5 innings or 45 minutes
2. A new inning will not start after 45 minutes.
3. All children must have equal playing time