

Coach Pitch/T-Ball or Machine Pitch (6 and 7 Year Old) League Rules
Revised 04/9/2016

All USSSA rules will be followed for league play with the following exceptions/additions:

1. The six and seven year old leagues are beginning programs for six and seven year boys and girls. The emphasis is on participation and instruction rather than winning or losing. The fundamentals of catching, throwing, hitting, running, team play and sportsmanship are stressed.
2. Time limit of 1 hour and/or 5 innings. All ties stay.
3. The pitcher(s) will be placed to the side of the machine, within (4) feet of and behind the rear of the machine base. The pitcher(s) may not be beyond the rear of the machine base before the ball is put in play.
4. The seven year old league will use a spring load pitching machine.
5. **Fair Ball Arc:** There will be a **20' arc** drawn from the back point of home plate, extending from 1st baseline to 3rd baseline in front of home plate. A batted ball must go past this line to be a fair ball "in play". A ball stopping on the line is a fair ball. If the ball does not pass the line or stop on the line, it is considered a foul ball.
6. **Safety Arc:** For both the 6 & 7 year old leagues, there will be a **30' arc** drawn from 1st baseline to 3rd baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
7. A chalk line from foul line to foul line is marked as a forty-five (45) foot arc from the back point of home plate. Defense cannot go beyond this mark until the ball is put in play.
8. The number of coaches allowed on the field (inside the fences and/or dug-outs) during the game must not exceed three (3); (4) if team is batting.
9. The positions coaches may occupy during the game will be:

A) In the dug-out.

B) In the first and third base coaching boxes when his team is at bat. One coach per box.

C) Only two coaches allowed in the outfield when their team is on defense, allowing them to adjust, teach, and correct fundamental errors on-the-spot.

D) When his team is at bat, the pitching coach is allowed, if needed, to help his players prepare to bat and a fourth coach may be used to assist who must stand at the backstop during play.

E) The pitching coach **cannot** coach while in the pitching position, either verbally or physically and once the ball has been hit, must get off of the field past either foul-line.

F) Coaches must stay inside the fences unless special situations require that they leave (i.e. Illness, injury, or personal or official business not related to the game in which they are involved). Under no circumstances will a coach be allowed to watch or coach the game from spectator areas of the park.

G) Coaches cannot touch a player at any time the ball is in play. This includes both offensive and defensive play. Penalties are as follows:

- 1) Defensive-Dead ball- Runners advance two bases.
- 2) Offensive-Dead ball- The runner is out.

9. **In the 6 year old league**, each team will bat through their complete lineup or 3 outs, whichever occurs first in each half inning. **In the 7 year old league**, a team may score a maximum of 8 runs per inning.

10. **In the 6 year old league**, the batter will take his position in the batters box and start play by hitting the ball pitched by the coach. Each batter will get a maximum of 3 underhand or overhand pitched balls. If no hit occurs after 3 pitches, the ball will be placed on the tee. The batter then gets two swings maximum off the tee - a foul ball on the 2nd swing on the tee does NOT give the batter another swing. If the batter swings and misses, either over the ball or under the ball on the tee, it is counted as a swing. **In the 7 year old league**, the batter will take his position in the batters box and start play by hitting the ball pitched by the coach feeding the pitching machine. Each batter will get 5 pitches from the machine or 3 strikes, whichever occurs first. After the 4th pitch, the count is considered 3-2; so if the batter swings and misses, they are out; if they foul the ball off then they get another swing until they strike out or hit the ball into fair play. No tee will be used in the 7 year old league.

11. **In the 7 year old league:** The pitching machine shall be set and kept at **34mph** by the umpire before and during (as necessary) each game.

12. No bunting is allowed. Attempts to bunt will result in the batter being called out.

13. **In the 6 & 7 year old league:** On any batted ball, the maximum bases a player can take is two. This applies to any base runners as well.

14. The home plate umpire will call "dead ball" loudly enough to be heard by players and coaches in the following situations:

A) The flow of play is stopped when the lead runner is held at his/her base by a defensive player

B) A bat is thrown by the batter after hitting the ball. In this instance, all runners must return to the base they occupied before the infraction and the batter is out. No warning will be given.

C) A runner leaves a base before the ball has been hit. The runner is out and the ball must be hit again. All other base runners are returned to their base.

D) A player, offensive or defensive, is injured severely enough to warrant immediate attention. Base runners will be awarded one base, unless they are called out prior to the dead ball.

15. After a dead ball has been called, an umpire will call out any runner he has seen miss a base. If it is the third out, any runs scored after the third out will be disallowed.
16. All players are required to play in their basic playing positions. It will be considered a violation if a player radically changes his playing position. For example, a baseman cannot be in the pitcher's circle, or an outfielder cannot come into the infield along side infielders already there (outfielders must be in the grass behind the infield), etc. The umpire will not allow the game to proceed until offending players return to their regular positions. A player can change position only once per inning.
17. The infield fly rule does not apply to the six and seven year old league.
18. Overthrown balls at all bases are considered in play until the flow of play has stopped.
19. Four (4) outfielders, ten (10) players total on the field.
20. The catcher must make the play at home plate unless he is out of position attempting a play. Defensive interference will be called. The intent of this rule is for each player to learn his position. It is allowable for the infielder to make a play on a batted ball which has passed the foul circle, but is within the forty-five (45) foot mark.
21. Because a coach is on the field for instruction and teaching he can at anytime stop play to instruct briefly at one player. However, time outs to bring an entire team together for the purpose of stopping a rally are prohibited.