

SHREVEPORT DIXIE BASEBALL

2017 COACH PITCH RULES

AGE REQUIREMENTS:

1. Age breakdown:

A child must be seven (7) before May 1, of the current year.

A child cannot become nine (9) before May 1, of the current year.

2. It is the coach's responsibility to put only players of proper age on team roster.

3. Registration is online only at shreveportdixiebaseball.com. Payment must be made online for registration to be complete.

PLAYER EQUIPMENT

1. Double flap helmets with face mask will be **MANDATORY** for all those batting, running bases, and waiting in the on deck circle.

2. It is **MANDATORY** that all catchers wear a complete set of catching gear, including catcher's helmet and male catchers must wear a protective cup and female catchers must wear sufficient padding to prevent injury.

3. It is **MANDATORY** that the pitcher wears a batting helmet with full face mask while playing the pitcher position.

GAME REGULATIONS

1. Pitching and base distances:

46 feet - pitching distance

60 feet - base distance

2. A 12-foot-diameter circle will be used for the pitching area. The center of the circle will be 46 feet from the back edge of home plate.

3. The Coach Pitch must pitch overhand and with inside the circle. For other coach pitch rules please see the Dixie Youth Rule Book.

4. No play is dead until the player pitcher has control of the ball inside the circle OR the umpire calls time out when a runner is forced to stop and return to a base under the threat of making an out. If a runner has passed a base when the pitcher gains control of the ball in the circle and does not stop, he may advance to the next base at his/her own risk.

5. An umpire will call time out when the play comes to a natural end (approx. 3 seconds) and the base runners are making no attempt to advance.

6. The ball will be allowed five pitches or three strikes. The batter will be called out after the fifth pitch. A foul on the fifth pitch shall not count unless a foul fly is caught: then the batter is out.

7. Base Running: Runners must hold their base until the ball is hit. Runners cannot steal bases. Runners may advance at their own risk, on an over-throw to first base. This is not an automatic advance of one base unless the ball leaves the field of play.
8. Duration of game: All games will be five (5) innings. No new inning may start after sixty (60) minutes. Three (3) innings will constitute a complete game. Tie games will be played, no ties.
9. A game shall be considered a regulation game when a team is ahead by ten (10) runs and both teams have batted four (4) times, or fifteen (15) runs after three (3) innings.
10. Each team will furnish a Diamond Dixie Youth - DDY Baseball per game.
11. Coach Pitch teams will play ten (10) defensive players. You may start the game with nine (9) players, but if you drop below nine (9), you will forfeit.
12. All players will be put in the batting order, and will bat when his or her turn comes. The batting order shall not change during the game. If a player misses his or her turn at bat because of illness or injury, at the umpire's judgment, his/her turn will be skipped and no out will be charged. All players listed in the batting order will play defensively for at least one (1) inning.
13. There will be a 7 run per inning run limit with the exception of an over the fence home run or a ground rule double. A game would be over if a team was mathematically prevented from tying or winning.
14. A defensive coach may be in the field to offer advice and instructions, but may not interfere with play. He must stay on the outfield grass.
15. The infield fly rule will not be in effect.
16. Umpires will use their judgment on running out of the baseline.
17. If a child becomes hurt and crying, a courtesy player may be used while the child regains his composure or is checked for injury.
18. Bunting is not permitted in Coach Pitch.
19. Coach pitcher may not interfere with the play in any way. If the ball hits the coach pitcher inadvertently, as determined by the umpire, then it is dead ball, runners can't advance. If the umpire determines interference on the coach pitcher, the batter shall be declared out and all runners shall return to the base occupied at the time of the pitch.
20. One (1) warning will be given to batter that slings bat. If warned batter slings the bat again, the batter is out.
21. All coaches not in position on pitching mound, in the outfield, or in the coach's boxes must stay inside the dugout. Coaches are not allowed to stand in front of the dugout on the playing field.
22. All stars will be selected through a process approved by the Board of Directors as follows:
 - A. Winning team manager in each league will manage league's all star team, if he has upheld all parts of his contract, and approved by the Board of Directors of SHREVEPORT DIXIE BASEBALL.
 - B. All managers will vote and select eight (8) players.
 - C. Winning manager will then have five (4) additional selections.
 - D. The manager of the all star team will choose his coaching staff.

Note: Rules not covered in local rules will be followed as written in the Dixie Youth Rule Book.

SHREVEPORT DIXIE BASEBALL will contact you if the games are canceled due to bad weather through auto text and email system of our web site. Also canceled game information will be posted on our website at shrevepordixiebaseball.com