

# PSBL RULES AND REGULATIONS

## JUNIOR DIVISION (COACH-PITCH)

### I. POINTS OF EMPHASIS

- a. Fun
- b. Increased baseball knowledge and skill.
- c. Player development and preparation for kid pitch division.

### II. FIELD

- a. The pitching rubber will be placed 38 feet from the front of home plate.
- b. Fair ball zone: A batted ball must go past the coach pitching to be fair.
- c. Safety zone: Infielders must stay behind the coach who is pitching until the ball is hit. The infielder that is playing the “pitcher” position must wear a batting helmet with a faceguard and is strongly encouraged to wear a heart guard under their uniform.

### III. PITCHING

- a. Pitching will be done by qualified/approved coaches (at least 18 years of age) from each team. In the event that a team does not have a skilled pitcher, one may be requested and further granted to them (i.e. the use of a parent or coach from the opposing team).
- b. The adult pitcher will throw in an **overhand** motion (**from a standing position**) at a speed appropriate to the hitter’s skill level and ability.
  - i. In the event that a hitter is incapable of hitting a ball thrown from this distance, a coach may (only in these cases) move up to accommodate the skill level of the hitter. The spirit of the rule is to ensure safety and a chance for every player to have success at the plate.
- c. The adult pitcher cannot make a play or attempt to make a play on the batted ball unless it is in self-defense. If the adult catches or attempts to catch a batted ball, it will be a dead ball (no -pitch), and the batter will return to the plate and the runners will not advance.
- d. If the adult pitcher is struck by the ball unintentionally, the UMPIRE will rule the play dead, call time, and assign runners to bases.
  - i. If the adult pitcher is struck by a batted ball, the hitter is awarded (1<sup>st</sup>) base and all runners advance (1) base.
  - ii. If the adult pitcher is struck by a thrown ball (by the defensive team), play is dead, and runners return to the base from which they came.
- e. If a pitch hits a batter, it is a “no-pitch”, and the batter continues his/her turn.

#### IV. SAFETY

- a. Batters, on-deck batters, and runners are required to wear helmets.
- b. All players are strongly encouraged to wear a heart guard and males are strongly encouraged to wear a protective cup.
- c. One warning will be issued to players who throw a bat in the manner that could injure other players, coaches or umpires. A subsequent offense results in the batter being called out by the umpire.
- d. The catcher will wear full equipment, including a protective cup (if applicable). Players who cannot safely catch the ball will not be placed in the catcher position.

#### V. BATTING

- a. The batter will have a maximum of (10) pitches to hit a fair ball that passes the coach pitching. Three swings and missed constitutes a strikeout.
- b. No walks will be issued.
- c. A foul ball on the (6<sup>th</sup>) pitch earns the hitter another pitch.
- d. No infield fly rule.
- e. No bunting.
- f. The batting order for each team shall consist of all players present, and they will bat *in turn* (the batting order is continuous) either until three (3) outs are recorded or the maximum runs per inning have been scored. Four runs are allowed per inning, except in the last inning. Unlimited runs are allowed in the last inning. (In the event of darkness, coaches and umpires should mutually agree to a “last” inning prior to starting a “new” inning.)

#### VI. BASE RUNNING

- a. Batters may advance one base on an infield hit.
- b. If the ball is hit into the outfield (reaches the outfield grass), the runners may advance until the ball is returned to the infield. Once the ball has been returned to the infield area and is in the possession of an infielder, runners may then advance (at their own risk) to the base to which they were running when the ball was returned to the infield.
- c. Play stops when the ball reaches anywhere in the infield. (This is at the discretion of the umpire.) Runners who have advanced more than halfway may continue to the next base. If not, runners will return to the previous base.
- d. Tagging is permitted.
- e. Overthrows: Play will be ruled dead on any overthrow at first base. Overthrows at second base, third base or home plate may result in runners advancing no further than the next base. On such plays, runners attempt to advance at their own risk and may be *tagged* out by the defense. On such plays, the UMPIRE will call time when runners have been stopped by the defense or have advanced to the next base. Note: Only ONE overthrow is allowed per each batted ball. For example, a ball overthrown at second base may not also be considered overthrown at third base on a subsequent throw.
- f. No tagging up.

- g. Coaches are **STRONGLY** encouraged to ensure that “real” baseball is played, rather than simply taking advantage of or abusing players with limited skills. Sending runners to the next base simply because defensive players lack the skill to make a play will be **STRONGLY** discouraged.
- h. Runners may **NOT** leave the base until the ball is **HIT**. If the runner leaves early, an official warning will be given by the umpire. If the same player leaves early again in the same game, the runner will be called out and the play will be replayed.
- i. Sliding rule: If a runner fails to slide, and with intention, places a malicious hit on a fielder applying a tag, the runner will be called out, regardless of the outcome of the play. Additionally, no other advancement of other runners will occur as a result of the malicious hit. This will be solely determined by the umpire.
- j. A substitute runner may be used for an injured player that has to be removed from the lineup for the remainder of the inning. The substitute runner shall be the player that recorded the last out prior to the runner becoming injured.
- k. Obstruction can be called when a defensive player stands in the base-path while **NOT** involved in a play. The runner is awarded the base toward which he was running. Additionally, a fielder **IS** permitted to use the base paths to field a hit ball. The runner **MUST** avoid the fielder. If the runner runs into the fielder and interferes with the defenders ability to field the ball, the runner will be ruled out.

## **VII. FIELDING**

- a. All efforts should be made to allocate equitable playing time among all team members.
- b. Coaches are **STRONGLY** encouraged to rotate the players between the infield and outfield provided a player has the physical ability to protect himself on batted and thrown balls in the infield.
- c. No player will sit out more than (1) consecutive inning, except in the case of injury.
- d. No player will sit out for (2) innings in one game before all other players have sat for (1) inning in that game.
- e. The pitcher (player) must be positioned with at least one foot within (10) feet of the coach pitching, behind and to the side of the adult until the ball has been hit.
- f. Coaches are **STRONGLY** encouraged to place capable players in the catcher position. Catchers should attempt to play the position and receive the thrown pitches in a manner similar to that at higher levels of baseball (i.e. squatting behind the plate, catching the ball in the air, attempting to tag runners at the plate, making plays on balls within range, etc.).
- g. There will be (10) defensive players on the field (by putting a fourth outfielder into the game). All outfielders must be positioned in the outfield grass. Balls hit to the outfield should be thrown back to the infield. Outfielders should **NOT** attempt to make unassisted force plays in the infield.
- h. “Defensive” coaches are not allowed on the field. Additionally, no coach may enter the infield while the ball is in play.
- i. If a ball goes under a temporary fence, outfielders must raise their hands and let the umpire and coaches know. All runners including the batter will be allowed to advance

to the base toward which they are running. Note: Umpires are responsible to use best judgment in the event that a ball rolls under a fence and the player fails to raise his/her hands.

#### VIII. GAME PLAY

- a. All players and coaches are required to wear their uniforms and hats in the games.
- b. A coach may position a batter in the batter's box or in the playing field.
- c. Parents are not allowed on the field or in the dugout at any time during the game. Coaches are expected to "police" the parents. Unruly parents will result in coach/parent ejections and forfeiture of games. ***This rule will be strictly enforced.***
- d. Teams will play a designated number of "regular" season games.
- e. Score will be kept and standings will be posted on the PSBL website. *It is the responsibility of the winning team to report the game score to PSBL.*
- f. Coaches may NOT interrupt the normal flow of the game for instructional purposes (extended coaching).
- g. Records from scheduled games will be used for seeding in the post season.
- h. During the regular season, no extra innings will be played. All games are (6) innings with (3) outs per inning. Games can end in a tie and each team will be awarded a ½ win for tie breaking purposes. If the home team is winning at the bottom of the 6<sup>th</sup> inning, they do not bat again.
- i. A scheduled game is considered "official" after (3 ½) innings with home team leading or (4) full innings with visitors ahead.
- j. A game may be started with (7) players, and the others inserted upon arrival. Any players arriving after play has begun must be placed at the bottom of the batting order. Having less than (7) players will result in a forfeit. There is a (10) minute grace period from the "official" start time.
- k. In the spirit of NOT having to forfeit a game due to having (7) players or less, a "temporary player rule" has been implemented. If a team has less than the required (7) players, a coach can secure a player from another team in the league as long as the chosen player is in the same division or one division below. A team can only add temporary players to bring their roster up to (7) players which is the minimum number to be considered an official game.
- l. FORFEITED GAMES: Failure to show up at a game or have at least (7) players to begin will result in a forfeited game unless the opposing team is notified within 48 hours of the game and agrees to a make-up time and date. If a forfeit occurs, it will be scored 4-0.
- m. Free defensive substitutions are allowed at any time during the game.
- n. Rainouts will be rescheduled in the order of occurrence and will always take priority over previously scheduled practices regardless of which division is practicing. Make-up games will be scheduled through the board President who will communicate with coaches directly about make-up dates and times.
- o. During the regular season, no team will play more than three games per week.

- p. For games and practices, RIF 5 balls are required.
- q. You are not allowed to “argue” with the umpire. In the junior division, kids serve as umpires. Most are “rookies” and do the best they can. Do not harass or attempt to intimidate the umpires as you will be “fired” as a coach immediately and without warning. ***This rule will be strictly enforced.***
- r. The PSBL and its representatives reserve the right to render a final decision on any situation not covered by these rules and reserve the right to amend them when it is deemed necessary.
- s. Any parent shall be provided a copy of these rules upon request without question.