

Monroe County Recreation Department

5U Coach Pitch/Tee Rules

The age control date will be May 1st of the current year for baseball. Tee-ball is intended for children who are 6 years old and under.

1. Baselines are set at 55ft. A halfway mark will be placed to help determine the placement of base runners.
2. Time Limit is 1 hour. No new inning will begin after 50 minutes but the current inning should be finished. Time starts immediately after pregame meeting at home plate.
3. The Recreation Department will approve the ball used in games.
4. 5 runs per inning are allowed or 3 outs, whichever occurs first.
5. Games consist of 4 innings (3 $\frac{1}{2}$ if the home team is ahead) or 1 hour time limit, whichever happens first. Games become official after 2 innings. An official scorebook will be kept. The home team will be responsible for the scorebook.
6. All offensive players should wear helmets.
7. Catcher must have on a helmet with a facemask. If they are standing, they can wear a batter's helmet with the facemask, but must be back at the fence and cannot make a play on a foul ball.
8. Coach pitch- each batter will receive three (3) coach pitches in which the batter can miss, foul, or hit in fair territory. If fail to put the ball in play, they will be given two (2) chances to put the ball in play from the tee. If they foul tip, they get another chance from the tee.
9. Balls in play must be hit past the fair ball arc. Balls not passing this line or falling off of the tee, shall be considered a foul ball. Regular baseball rules apply on the 3rd strike fouls.
10. Players are allowed two (2) practice swings prior to each attempt to hit the ball. Any additional swings are considered strikes. There are no Base on Balls.
11. SLINGING THE BAT IS PROHIBITED. 1st time - batter warned. 2nd time - batter out.
12. Batting rotations cannot be changed after the game begins. IF a player arrives after the game has started, he/she is added to the bottom of the batting order.
13. If a player is injured in the game and cannot play, move the batting order up by one batter with no penalty. IF the player can return, do so and return to the original batting order.
14. Four (4) offensive coaches are allowed on the field when at bat. These coaches are the pitching coach, home plate coach, and 1st and 3rd base coaches. Two defensive coaches are allowed on the playing field for defense. Defensive coaches must stay in the outfield foul grounds.

15. A team must have a minimum of 8 defensive players to start the game. However, in the event of injury, they may finish with 7. Twelve (12) team members may play defense at the same time but no more than six (6) in the infield including a catcher.
16. Each player should not play in the same position every time on defense.
17. No stealing bases. Players must stay on their base until the ball is hit. Sliding is allowed.
18. Infield fly rule is NOT in effect.
19. Players may not roll the ball to a base in an attempt to make a play. The ball shall be declared dead and all runners shall advance one base. This is an umpire's judgement call.
20. Players must attempt to make "baseball" plays. There will be NO "running down" by the pitcher while other players are standing inactive. The pitcher may tag a runner out but only within his/her reasonable area of play. IF the pitcher chases down a runner to tag them out, the tagged out player shall be considered safe. This is an umpire's judgement call.
21. IF a player is hurt in the field and cannot continue to play, play will stop immediately and all base runners will advance if forced or actively seeking (past the halfway mark) that base.
22. If a live ball hits a coach, the ball is dead and replayed. Any interference results in a dead ball. This is an umpire's judgment call.
23. To request time, the pitcher must have possession of the ball inside the pitcher circle and raise one or both hands. They may not try to simultaneous make a play on the base runners.
24. Any runner that has passed the halfway mark when time is granted may advance to an unoccupied base without risk of being put out. All runners not across the halfway mark will return to their previous base without risk of being put out. Time must be granted by the umpire.
25. A ball thrown outside the fence or in the dugout becomes a dead ball and all bases runners shall advance one base. Additionally, any ball overthrown at any base will be awarded one base.
26. Balls that bounce over or get caught in the outfield fence constitute a ground rule double.
27. All coaches are PROHIBITED from grabbing, holding, or touching any base runner at any time. IF the coach assists or touches a player, the runner is out.
This is umpire's judgment if affects the play.
28. The Recreation Department will notify coaches of inclement weather and games will be rescheduled.
29. Umpires are in charge of the games and judgment calls will not be questioned.

7.09 Coach Pitch Specific Rules Of Play (4U – 8U):

7.09.A Fair Ball Arc: There shall be a twenty (20) foot arc from the first (1st) baseline to the third (3rd) baseline in front of home plate. A batted ball must advance to this line to be judged as fair.

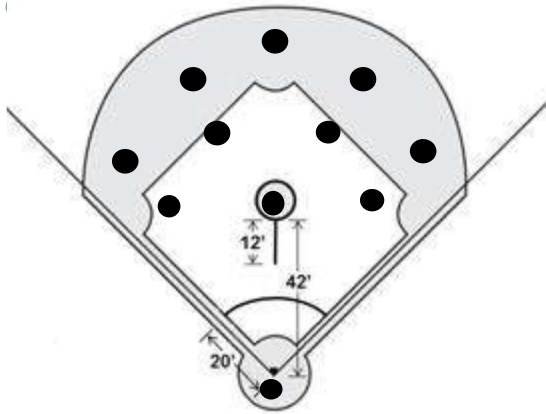
7.09.B Pitching Circle: There shall be a eight (8) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.

7.09.C Pitcher's Line: There shall be a line from the front edge of the Pitching Circle twelve (12) feet towards home plate.

7.09.C.1 The coach pitcher shall be an adult at least eighteen (18) years of age.

7.09.C.2 The coach pitcher shall keep one foot on or straddle the Pitcher's Line and shall not verbally or physically coach while in the pitching position.

7.09.C.3 The coach pitcher shall position himself as not to be an impediment to the defensive team on any possible "live ball" play.



The black dots are positions that the players should be in.

**If you have any questions, please contact the
Recreation Department 478-994-7795**