



Bethel Recreation Association

2nd Grade Coach Pitch Rules

GENERAL LEAGUE RULES

The National Federation of State High School Association Baseball Rules shall be used as a guideline for all other rules concerning how baseball is to be played.

TEAMS

1. **2nd Grade (boys & girls)**- rosters will be composed of 2nd grade boys and 2nd grade girls in separate leagues. When available, a team must field ten (10) players. A team unable to field a team of at least eight (8) players at the start of the game will forfeit that game after a 10-minute period after the schedule starting time.
2. Teams starting a game with less than ten players must insert late arrivals as soon as they show up until all positions are filled. All players, regardless of numbers, must be inserted into the lineup. Late arrivals inserted at the bottom of lineup.

THE PLAYING FIELD

1. Fifty-foot (50') baseline will be used.
2. Pitching distance 27-35 feet. Pitching rubber set at 35 feet.

EQUIPMENT

1. No metal cleats will be allowed.
2. **Balls**- Boys will use an official nine-inch (9") SAFETY #5 ball. Girls will use an eleven-inch (11") Hollywood SAFETY yellow softball.
3. **Bats- Boys**- Only T-ball or Little League baseball bats may be used. **Girls**- Only T-ball or softball bats may be used. Bats must be taped or wrapped at the handle and cannot be wider than 2 5/8. No wooden bats.
4. Offensive players on the field of play batting, on deck or running bases must wear batting helmets.
5. Catchers Gear that will be issued and must be worn by all catchers includes- catcher's helmet/mask, chest protector and shin guards. Male catchers must wear protective cups.
6. Protective cups are recommended for all male players. All male players must provide their own cups.
7. Umpires will provide the game balls.
8. All players must wear their Bethel Rec. issued T-shirts or like colored shirt in its absence.
9. Illegal equipment shall be removed from the game.

GAME GUIDELINES

1. ***Jewelry is prohibited. This includes earrings (taping jewelry is NOT acceptable).*** Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible. Hard barrettes and bobby pins in the hair that are securely fastened are allowed. ***Temporary plastic earring retainers can be worn in the ear in place of studs.***
2. Score and standings will NOT be recorded. Home team needs to keep the scorebook to keep track of outs and runs scored per inning.
3. The home team shall take the third base side of the field and visiting team first base side.
4. Games will be postponed or canceled only by the Bethel Recreation Association Director or Field Supervisor.
5. In case of BAD WEATHER coaches and parents should 1) check our website at bethelrec.org for updates to determine if the games will be played. We do not contact you.
6. If games have not been canceled by 4:00pm by the association both teams must appear at the game site ready to play or the non-appearing team shall forfeit the game regardless of playing conditions due to weather or otherwise. The Field Supervisor shall be the sole judge as to the condition of the field of play after 4:00pm. Games must be played as scheduled or forfeited.
7. Makeup games may be rescheduled on any day Monday through Saturday.
8. **Spectators and coaches are not allowed to stand directly behind the backstop and/or the umpire.**
9. **Officials**- One (1) official will be assigned to each game.
10. **Duration of Games-**
 - Six (6) innings. No new inning will begin after 1 hour 15 minutes.
 - A game is considered complete when the home team has batted 3 times.

- If an inning is in progress, that inning will be played to its conclusion.
 - **Exception:** A game "called" by the official due to rain, darkness and other warranting conditions. Games will end upon completion of the at bat.
11. Only two players may have a bat in their hand when on offense: the player up to bat and on deck.
 12. Any matter not covered in these rules and regulations shall be left to the discretion of the director, supervisor or official, if one is present at your game.

PLAYING RULES

OFFENSE- BATTING & PITCHING

1. All players will bat in the same order each inning throughout the game. At no time will the batting order change.
2. When players are unable to bat due to injury, leaving or other valid reasons batters move up in the batting order. No out is taken.
3. For safety on deck batters must warm up on the opponent's side of the field.
4. Offensive players on the field of play must wear a batting helmet.
5. A coach may enter the batter's box to assist his batter if necessary.
6. **Pitches-** Boys pitches must be overhand and girls pitches must be underhand.
7. Coaches may pitch no closer or further than 27-35 feet.
8. There will be no walks.
9. Batters will get a total of **6 swings/pitches at-bat**. If after 6 pitches the ball is not put in play the batter is out.
10. A pitched ball that hits the batter is considered a pitch. The batter is not awarded a base.
11. If a batted ball strikes the coach-pitcher, the ball is dead, the pitch will be repeated and no runners shall advance.
12. **Outs-** There will be 3 outs per inning. After the third out the defensive team is up to bat.
13. **Five Run Rule-** A team is allowed a maximum of five runs in any inning until the sixth inning or last inning called by the official. Once a team has scored 5 runs, the defensive team will be up to bat. In the sixth inning or last inning called by the official there are unlimited runs. **Please note:** Unlimited runs is not guaranteed. Some games may not have an inning with unlimited runs if time runs out.
14. **No leading off, stealing or sliding is allowed.** A base runner must remain in contact with the base until the ball is hit. Runners will be given a warning and then called out on second offense.
15. No bunting is allowed. A batter must make a full swing at the ball.
16. Runners who are ½ way to the next base on an overthrow, which goes out of the field of play, may advance to the next base. Overthrow to 1st base moves the runner to second base. Overthrow to 3rd base moves the runner to home and all other runners advance accordingly. **The playing field should be agreed upon prior to the start of the game.**
17. **To stop play:** An umpire will call **TIME** after play has **stopped** when a defensive infield player is in possession of the ball and runners have stopped advancing. **Umpires discretion.**
18. Runners must be advanced halfway to a base to get the next base.
19. A batter who throws his/her bat or other equipment: team will get a warning on the first offense. 2nd offense will result in the player being called out. This is for player safety.
20. Base coaches may not make contact with runners at any time or the runner will be called out. High fives are permitted.

DEFENSE

1. **Number of players on the field:**
 - Ten (10) players are permitted on defense and when available, a team must field ten (10) players with a maximum of six (6) players positioned in the infield and four (4) players maximum in the outfield.
 - The infield is defined as fair territory, which lies inside the perimeter of first, second, and third base.
 - Outfielders must be at least 15 feet behind infield and may come in close once the ball is hit, in order to back up a ground ball, or catch a fly ball.
2. Play will begin with all players in position (including batter). Infielders must start each play in a normal infielder position. Infield positions are: First base, Second base, Third base, Shortstop, Pitcher and Catcher. Exaggerated shifts or flooding of one area of the infield is not allowed before the ball is hit.

3. Catcher – The catcher may be placed behind home plate providing that he/she is in full catcher's gear (if not in full catchers gear as described under equipment, the catcher may take the position near the side of the backstop and may retrieve the ball after it has been pitched from the coach).
4. The defensive pitcher can take a position behind or to the side of the coach behind the pitching rubber .
5. If a coach intentionally causes interference with the defense while serving as pitcher, the runner or batter will be declared out.
6. The infield fly rule will **NOT** be in effect.
7. Coaches must attempt to rotate players through infield & outfield positions throughout the season.
8. **SUBSTITUTIONS**—There shall be unlimited substitutions for defensive positions. The batting order remains the same.

BETHEL RECREATION CODE OF CONDUCT

Coaches, players, and spectators **MUST** follow all BSD rules and regulations including- NO use of alcohol, tobacco, smokeless and vapor/e-cigarettes, marijuana and **NO animals including DOGS** on BSD property.

- Coaches and Parents will role model good sportsmanship and teach good sportsmanship and behaviors to the children.
- **Coaches, players, or spectators may not disrespectfully address or yell at an official, other coaches, players, parents or spectators or disrespectfully address, bait, or taunt an opponent.**
- Coaches, players, or spectators may not attempt to influence an official's decision.
- Coaches, players or spectators may not use profane or inappropriate language or obscene gestures.
- The head coach is responsible for the conduct and behavior of players, parents and spectators from their team.
- **Coaches, players, spectators may not confront or argue with officials before, during or after a game.**
- At no time shall a coach, player or spectator make a threat of physical harm or use physical force towards an official, supervisor, staff, or other coaches or players.

If coaches or spectators have questions regarding particular calls, rules, or an umpire, or wish to give feedback please contact: During Games: **Field Supervisor** Before or after games: **BR Director**

PENALTY: Any coach, player or spectator who fails to comply with the above rules will be subject to disciplinary action described in the Code of Conduct. Depending on the severity of the violation, supervisors and officials have the authority to remove individuals and call authorities.

MOST IMPORTANT

This program is recreation in nature. In the beginning of the program some flexibility will be given to the players. As the program progresses calls will/should get tighter. For some children this will be the first time they have ever played the game, while others may already have several skills. This can be a fun, positive learning experience for all participants if this is kept in perspective.