

2011 I-SRA Coach Pitch and Tee-Ball Rules and Guidelines

1. Good sportsmanship is expected at all times. Participation and fun are to be stressed and encouraged.
2. No throwing of the bat. A thrown bat results in an immediate out. A reasonable radius will be used to determine this. The batting team's coach is asked to enforce this rule. Please use your best judgment concerning this.
3. A fair ball is a ball hit between the 3rd and 1st base lines. Fielders should stay behind the pitching mound until the ball is hit. A ball hit foul which is caught in the air will be counted as an out.
4. All team players will play in the field on defense, with a pitcher, 1st, 2nd, and 3rd baseman and a shortstop stationed in their regular positions. The remaining defensive players should be positioned evenly in the outfield, but no extra infielders should be used. The fielding positions must rotate every inning. During the course of the season each player must be provided a chance to play at each position.
5. It will be encouraged that an adult catcher be used for each team.
6. An inning will consist of each player having an opportunity to bat. For Tee-Ball there are not strikeouts. The batter must put the ball in play. For Coach Pitch we will use the three strikes rule, however after two pitches the batter may choose to have a third pitch or set the ball on the tee. Coaches should rotate their batting orders so the same batters are not batting first or last each time up.
7. The bases will be cleared each time 3 outs are achieved in an inning. This will provide an opportunity for players to better understand situations related to outs in an inning. As stated in rule 6, each player will have an opportunity to bat in each inning.
8. In the Coach Pitch League, the batting team's coach or a designated adult will pitch to his/her team. Pitching can be done either underhand or overhand.
9. The coach (or adults) of the team in the field will umpire the bases.
10. Base runners will not be allowed to lead off and there will be no stealing bases. Coaches should use their judgment concerning players advancing to multiple bases on hits. It is o.k. to advance more than 2 bases when appropriate. Limit base runners to one base on overthrows.

11. The time of each game will be 60 minutes with a 15 minute warm-up/practice period included in that time frame. The warm-up time should include throwing, catching, fielding of ground balls, catching of fly balls, base running, and opportunities to swing the bat. Each player should be present at the entire 60 minute session when possible.
12. Every player must have a parent or guardian present at the park for each game.
13. Players are required to wear their team shirt for each game.
14. Coaches are responsible for the attitudes and sportsmanship displayed by their teams and should lead by example. Thank you in advance for showing these children "The Spirit of the Game."
15. No set of rules can completely cover every situation that may occur in a game or during the course of a season. Coaches are expected to meet any unexpected situation that may arise with common sense and mutual cooperation for the good of the players and the program.
16. Any time lightning is seen the game shall be terminated. No exceptions! In the case of poor weather before a game, listen to WDUX (92.7 FM) or check the T-Ball/Coach Pitch Hotline (715-445-2411 ext. 600) for cancellations.