

# B.R.Y.C. Coach Pitch/T Ball Program

## 2010 Supplemental Rules

Mission Statement: The goal of the coach pitch/T ball program is to have fun, introduce new players to the game of softball, continue to develop the softball skills for the returning players and prepare the players for the next level of play, which is kid pitch. To do this, coaches should place their emphasis on teaching the rules, proper positioning of players (defensively and base running) and strategy of the game. The rules for coach pitch will follow the same guidelines as listed by the American Softball Association (ASA) unless modified by this document.

### 1. General

- a. Each game will consist of no more than four innings
- b. There is a 1 hour and 15 minute drop dead time limit for each game. Do not start a new inning after 1 hour into the game.
- c. All players will bat and play defense during an inning.
- d. Coaches will rotate defensive players each inning. Coaches will not allow their players to play any defensive position more than once each game.
- e. There are no umpires. Base coaches will tell their players if they got out.
- f. Coaches will use the 11" Incrediball or a similar soft ball for games.
- g. If a team does not have at least 8 players, that team may borrow players from the other team to field 10 defensive players.
- h. The field will be set up for 50' bases (three big steps in from permanent bases).

### 2. Batting

- a. A batter of age 6 or younger can elect to start from the T or receive pitches from her coach. A batter of age 7 or older must start by receiving pitches from her coach.
- b. Coach Pitching: Each batter will receive maximum of five pitches. The emphasis is five pitches, not five swings. **Please do not pitch more than five pitches because more pitches will slow down the game.** The Pitching coaches will release the ball in front of the circle around the pitching rubber. Foul balls and bad pitches are part of the seven pitches. If the batter has not put the ball in play after five pitches, the batter will then move to the T.
- c. Tee: Each batter will take a maximum of three swings from the "T". If the batter does not put the ball in play after three swings from the "T", the batter is called out.
- d. All batters must wear a helmet.
- e. There will be no bunting. Any bunt will be considered as a foul ball.
- f. Any ball that stays inside the base lines is fair and playable except if it is not hit beyond the semi-circle drawn 5 feet from home plate. Any ball that ends up within this semi-circle is a foul ball.
- g. Coaches must ensure that the batter takes her practice swings safely, and does not throw the bat after hitting the ball.
- h. Coaches are encouraged to change the order of their lineups for each inning.

### 3. Base Running

- a. All base runners must wear a helmet.
- b. There is no stealing allowed.

- c. Once an infielder or outfielder retrieves a hit ball and throws the ball towards any defensive player, or an infielder with the ball touches a base, base runners can advance only to the base that they are running to at the time the ball is thrown or the base was touched.
    - 1) EXCEPTION: When the last batter of the inning hits, all runners must advance to home unless they are put out by the defense.
  - d. If the ball is overthrown, players may not advance beyond the base to which they are running.
    - 1) EXCEPTION: Rule does not apply when the last batter of the inning hits.
  - e. Play stops when all base runners are on a base.
4. Defense
- a. Coaches for the defensive team are allowed on the field. There is no limit on the number of defensive coaches, but coaches must leave room for the players to play.
  - b. The coaches will ensure their defensive players are in the proper defensive positions before the coach pitches or the ball is placed on the T. Coaches should ensure the outfielders are in the outfield (generally at the dirt-grass line of the field) and the infielders are in the proper infield positions, catchers included. Please try to avoid the “gradual creeping” in of the fielders as the inning progresses.
  - c. Coaches should encourage the players to throw the ball to each other. The important skill is to throw and catch the ball. **Please discourage players from rolling the ball.**
  - d. Catchers must wear full catcher’s gear. This includes face guard with helmet, chest protector and shin guards. Coaches must train the catchers to be careful of the bat.
  - e. Infielders MUST start at their normal position between the first and third base and pitching area, until the ball is hit.
  - f. When the last batter hits the ball, the defense must attempt to put out a baserunner before throwing the ball to the catcher.
    - 1) EXCEPTION: Rule does not apply if there is a baserunner on third base.
5. Fields
- a. Please check the BRYC softball website ([www.brycsoftball.org](http://www.brycsoftball.org)) or call the BRYC Information Line at 703-569-1466 for game cancellations due to inclement weather. The Commissioner will make the decision to cancel games no later than 60 minutes before the first game of that day.
  - b. Please use good judgment when assessing field conditions for practice. Do not use fields when conditions are likely to cause injury to participants or result in damage to the playing surface.
  - c. All practices and games must stop if anyone sees lightening or hears thunder. Players must immediately take cover (cars) and stay there until 15 minutes have gone by without seeing any lightening.
  - d. Home team is responsible for preparing the field before the game.
  - e. The School Board may cancel or postpone any non-school use of a school field when such use is in conflict with a school event. This information will be posted on the BRYC Information Line as soon as it is known.
  - f. If you are using a County Park, check their field hotline at 703-324-5264 to make sure the field is open for play.

(last revised 2/28/09)