



Leawood Parks & Recreation

Coach Pitch League Rules

The Leawood Parks & Recreation program is governed by rules designed to meet the following goals, established by the Leawood Parks & Recreation Advisory Board.

1. All players will be given the opportunity to play each game.
2. Sportsmanship will be promoted at all times.
3. Player's health and safety shall be promoted at all times.

A. AGE - Participants in the Leawood Parks & Recreation league shall be 7 and 8 years old by June 1st of the current year.

B. PLAYING FIELD

1. The diamond shall have 50 foot baselines. The distance from home plate to second base is 70 feet, 8 ½ inches.
2. The pitching distance is designated by a circle with a 10' radius. The center of the circle will be 35 feet from the back point of home plate.
3. The fair/foul distance line at home plate shall be constituted by an arc with a 12 foot radius measured from the back point of home plate and extending from the 1st base foul line to the third base foul line.

C. TEAM ORGANIZATION

1. Before any boy or girl is permitted to participate in Leawood Parks & Recreation Coach Pitch league, he or she must be registered with the Parks & Recreation Department.
2. All teams are organized by the Parks & Recreation Department through the Sports Supervisor.
3. Once a team is established, each boy or girl will remain on this team. Brothers and sisters who are in the same league may be placed on the same team for reason of family convenience if the age difference is not too great. No player may switch teams under any circumstances except when approved by the Sports Supervisor.
4. Coaches and Assistant Coaches will come from the teams themselves (parents, relatives, and volunteers).

D. EQUIPMENT

1. In the Leawood Parks & Recreation Coach Pitch program, any glove is permitted at any position.
2. Only rubber soled cleats or tennis shoes may be worn by players participating in the Leawood Parks & Recreation Coach Pitch program.
3. Aluminum or wooden T-ball or Youth Baseball bats will be allowed.
4. In the interest of safety, the following equipment rules shall be enforced:
 - a. A protective NOCSAE-approved batting helmet covering the ears must be worn by any player who is at bat or playing the catcher position.
 - b. Exposed jewelry such as earrings of any kind, wrist watches, bracelets, neck chains, rings, and nose jewelry cannot be worn during the game.
6. Shirts must be worn inside trousers, if possible.
7. During games, all equipment must be kept behind the backstop.
8. All game equipment will be provided by the Leawood Parks & Recreation Department except for gloves.

E. COACHES AND OFFICIALS

1. Coaches are strongly encouraged to arrange and conduct a meeting with the parents of their players during the first week of practice.
2. Smoking and chewing of tobacco are prohibited in the dugouts and on the field. Coaches who choose to smoke or chew must leave the diamond premises.
3. By City of Leawood ordinance, alcohol is not allowed in the Leawood City Parks.
4. Coaches of the fielding team may choose to stand in the outfield to help the fielders.

F. PLAYER & COACH CONDUCT

1. Poor sportsmanship (such as intentional throwing of bat, glove, cap, etc.) by a player and/or coach will not be tolerated.
2. Unsportsmanlike behavior may result in penalties being imposed upon the offending individual, including coaches, participants, or spectators. Penalties may include banishment from further participation in Leawood Parks & Recreation Department activities. Penalties will be decided by a committee made up of the Director of Parks & Recreation, the Recreation Supervisor, and the Sports Supervisor.

G. THE GAME

1. A regulation game in Leawood Parks & Recreation Coach Pitch program will be 60 minutes or 4 innings, whichever comes first. Once this time limit has expired, no new innings shall be started.
2. In the Leawood Parks & Recreation Coach Pitch program, half innings consist of **10** batters unless coaches agree to allow more.
3. Each batter will receive **5** pitches, then if that batter does not hit any of those pitches fair, a Tee will be brought out to have the player hit from.
4. Once the ball is in play, if it is caught or the player is thrown out at a base, the batter still will run the bases unless coaches agree the batter is out and must return to the dugout.
5. Number of players in the line-up:
 - a. A team will be allowed **10** fielders on defense unless coaches agree to more.
 - 1) Four fielders must be positioned in the outfield unless there are less than 10 players available.
 - 2) The fielding pitcher must be positioned on the mound when the ball is hit.
 - 3) The catcher will position him/herself approximately 45 degrees and 4 feet behind and to the side facing the batter.
 - b. A team may play with as few as seven if there are absences. If there are less than seven team members, the coaches and the field supervisor may agree to play the game by borrowing players, etc.
 - c. If a team has ten or less players, all must play unless there is an injury or illness.
 - d. If a team begins play with less than ten players, late-arriving team members must be inserted numerically in the batting order. A late-arriving player (or players) shall assume their defense positions during the first dead ball occurrence following their arrival.
 - e. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be continued only if both head coaches and the field supervisor agree to do so.
4. No score or team standings will be announced or recorded during or following the game.

H. BATTING

1. There will be ten members batting each half inning unless coaches agree to more.
2. If a player is unable to take or complete his/her turn at bat due to injury, illness, etc. his/her spot in the order will be skipped and only 9 batters will bat during that inning. The next player in the line-up will bat.
3. If a player who previously was unable to bat due to illness or injury is able to take his/her next turn at bat, he/she will be reinstated in the batting order.
4. If an eligible player or players arrive late to the game, they must be inserted numerically in the batting order.
5. Each batter will remain a batter until the ball is put into fair play. NOTE: If coaches agree to making outs a foul ball that is legally caught by a fielder will be counted as an out. The batter is out.
6. Any batted ball must travel to or past the twelve foot arc in front of home plate in order to be a fair ball.
7. TENTH BATTER:
 - a. A team is allowed a maximum of ten batters each inning unless coaches agree on more.
 - b. The tenth batter or last batter must be announced to the opposing team before the at-bat takes place.
 - c. If the tenth batter or last batter bats the ball legally into fair play, he/she becomes a baserunner. It shall be considered a force-out when a fielder, while in possession of ball, tags any base before the batter-baserunner reaches that base.
8. All team members of the team at bat must remain behind the dugout screen or fence except the batter until it is his/her time to bat. There will be no on-deck batters.
9. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All baserunners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.
10. The infield fly rule will not be in effect.

I. BASERUNNING

1. Leading off and stealing are not allowed in the Leawood Parks & Recreation Coach Pitch league. Baserunners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the baserunner begin called out.
2. OVERTHROWS
 - a. **ALIVE AND IN PLAY**—After the first overthrow or the first thrown ball which gets past a fielder covering a base, the baserunners may advance one base beyond the base which they were traveling to at the time of the release of the throw. This advancement is at their own risk. NOTE: After the second error of this type, a dead ball shall be called (see rule I-3). Example: With a runner on first, the batter hits a ball to the shortstop who fields it and overthrows first base. The ball remains in play so the baserunner from first advances at their own risk to third. The batter-baserunner attempts to advance to second. The first baseman fields the overthrow and throws a second overthrow to second base. A dead ball is called.
 - b. **OUT OF PLAY** – If a defensive overthrow goes out of play, the “one plus one” rule applies unless it is the second overthrow occurring during the play, in which case a dead ball shall be called (see I-3). The “one plus one” rule states the baserunners are entitled to advance one base beyond the base they were traveling to at the time of release of the throw.

3. When a dead ball has occurred, baserunners less than half the distance between two bases must return to the base last touched. Baserunners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Coaches judgment will determine which base a runner must go to.
4. The following rules shall govern the “crash rule”, i.e.: the situation involving contact between fielders and baserunners at any base including home.
 - a. A baserunner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the baserunner, then it is the responsibility of the baserunner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
 - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the baserunner only when in clear possession of the ball.
 - c. **PENALTIES:**
 - 1) If a baserunner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The baserunner will advance to next base. All other baserunners advance to the base closest to them that is not occupied.
 - 2) If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
 - d. When the fielder, baserunner, and ball arrive simultaneously at a base, the coaches will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

J. DEFENSIVE PLAY

1. After a batted ball is fair and in play, time will be called when the ball is in possession of the pitcher or any infielder, and all play has ceased. **EXCEPTION - TENTH BATTER** (rule H-7). Baserunners must return or advance depending on their position in the baseline when time out is called (see rule I-3).
2. The pitcher must be positioned on the mound when the ball is hit.
3. No fielders may play closer than the regular base paths when the ball is hit.

K. GENERAL

1. Baseball Congress Rules are in order when situations are not covered in these printed rules.
2. The Sports Supervisor/Field Supervisor will determine the readiness of the field for play of all ball games.
3. The Sports Supervisor/Field Supervisor will have power to rule on all infractions.
4. For all games, the home team will occupy the first base dugout. The visiting team will occupy the third base dugout. Home team/visiting team is designed on the league schedule.
5. Rained-out games will be rescheduled when possible by the Sports Supervisor.
6. **REMINDER:** Bat boys/girls are not allowed in Leawood Parks & Recreation Coach Pitch league. This rule is instated solely for safety's sake.