

New Providence Recreation
2nd Grade Coach-Pitch Baseball Rules and Specifications
(Revised 3/31/09)

1. **GOALS:**

*to teach fundamental and rules;*to develop sportsmanship;*to promote interest in the game;*to exercise;*to have fun

2. **FIELD SET-UP:**

Pitching Distance: about 30 - 40 feet depending on batter.

Bases: 50 feet apart

Distance Home Plate to Second base: about 72 feet

Bases: May remain loose

Double First Base: Orange to outside of foul line, white to inside.

An imaginary playing line: "connects" first base and third base. All defensive players will stand behind this "line" before the batter hits the ball. The line keeps fielders safely away from where the batter hits the ball giving them some time to react to a ball moving towards them.

Home team: last team on schedule; bats last; and sits on first base side

Away team: first team on schedule; bats first; and sits on third base side

Equipment box: It is the coaches' responsibility to assure that equipment is returned to the box and the box is locked securely. (Please do not make combination public.)

3. **# OF PLAYERS:** All players will play in the field at regular infield positions including a pitcher and a catcher. The remaining players will be placed in the outfield. A player "playing" the pitcher will be in fielding position at the pitching plate. The catcher will catch the pitches thrown by the coach. Another coach will back up the catcher to retrieve passed or foul balls to speed up the game.

4. **GAME:** From 6:00 pm until 6:20 pm players should warm-up and be given a fun drill to do. At 6:20 pm a FOUR-inning game will begin. No new inning may start after 7:30 pm.

5. **EQUIPMENT:**

a. **Helmets:** All players must wear protective batting helmets when at bat and when running the bases. The helmets must meet National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards. Helmets meeting the standard will have the NOSCAE label on them. Do not use any helmet if the shell is cracked or deformed; or if the interior padding is deteriorated.

b. **Protection:** All players must wear a protective cup or athletic supporter.

c. **Footwear:** Sneakers or composition cleats are permitted. No open toed shoes, flip-flops or sandals are allowed.

d. **Baseballs:** softer than a standard "Little League" ball

e. **Bats:** Non-wood (aluminum, titanium, composite metal) or wood. "Bat Performance Factor" (BPF) cannot exceed 1.15. The barrel of a non-wood bat can not exceed 2 ¼ ".

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6. **PITCHING RULES:**

a. Coaches should pitch overhand as much as possible to their players. Coaches may pitch underhand to players who may be more comfortable with it. Getting down on one knee to pitch may help the batter see the ball as if thrown by someone the same size/age.

7. **BATTING RULES:**

- a. No bunting permitted.
- b. All players present at the start of a game must be listed in the batting lineup and bat every inning.
- c. Any player coming after the start of the game must be added to the end of the batting order and bat in that position for the remainder of the game.
- d. After a batter takes **FIVE SWINGS** at pitched balls that are either fouled off or missed the batter is out and the next batter comes to the plate.
- e. Outs are to be counted and bases will be cleared after three outs.
- f. On deck batter must only prepare in the on deck area (caged in area by the dugout) with a batting helmet on. (No swinging of bat anywhere else.)
- g. No throwing of bat permitted. Bat will be placed down or carried to first base after the batter hits the ball. Warning at first offense, called out at second offense and batter will not bat the remainder of the game.
- h. Batters should be encouraged to swing at “good” pitches.

8. **BASE RUNNING:**

- a. The batter running to first base must step on the orange part of the double first base while the fielder touches the white part of the base.
- b. No stealing of bases is permitted at any time.
- c. Base runners must remain on base until the batter hits the ball. A base runner shall be called out for leaving the base before the ball is hit, play stops, runners do not advance and the batter remains at the plate.
- d. The infield fly rule does not apply.
- e. An overthrow that goes into foul territory results in a one base advance for all runners.
- f. An overthrow that stays in fair territory results in runners advancing as much as they can at their own discretion.
- g. A return of the ball from catcher to pitcher, following a pitch, is not considered an overthrow.
- h. Sliding is not allowed.
- i. On a batted ball, play stops when the player “pitcher” receives the ball at the mound from another player on his team.
- j. By the umpire’s judgment, runners are awarded the next base if they are more than ½ the way to the base when the play stops.
- k. The dropped third strike rule does not apply and the batter will be called out.

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9. **SUBSTITUTION:** Free substitution for all positions.
10. **UMPIRES:**
a. No umpires are assigned. Each team shall “draft” a base umpire from either the coaching staff and/or from the crowd. There are no balls & strikes called. No walks, strikeouts or hit batters take place.
b. **UMPIRE DECISIONS:** Coaches are required to use discretion involving any umpire’s decision. All efforts must be made to confine any discussion to the coaches and umpires only. Players and spectators must not be allowed to be part of any discussion involving the umpire’s decision.
11. **SCORES:** Score is not kept, therefore no team wins and no team losses.
12. **COACHES:** The team at bat may coach in the coach’s box at first and third base. Coaches for the team that is fielding may stand near defensive players to offer advice, but shall not interfere with play. A coach may request “time” to demonstrate a technique or explain a situation to the players.
13. **PLAYING TIME:**
a. Coaches must make every effort to equalize playing time over the course of the season.
b. It is recommended that players be given the opportunity to play various positions (subject to coaches’ judgment) in the infield and the outfield.
14. **GAME PREPARATION:** Proper warm-up technique should be stressed for all players, particularly pitchers. Proper clothing to meet weather conditions is recommended.
15. **GAME CANCELLATION:** In the event a team’s coaches deem it necessary to request the cancellation of any game, the Recreation Department must be notified by that coaching staff at least SEVEN days in advance of the scheduled date. This will allow the Rec Dept. to let the other team know that the other team will not be there to play.
16. **GAME POSTPONEMENT:** Any game called by the teams’ coaches due to bad weather, darkness or poor field conditions will not be made up.

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17. **RECOMMENDATIONS:** Coaches are urged to instruct all players on the proper fundamentals of the game. This includes but is not limited to the following:

a. Batting (proper stance & technique)	b. Pitching (proper motion & delivery)
c. Running the bases	d. Fielding (infield/outfield)
e. Fielding Position	f. Throwing & Catching techniques
g. Basic Rules	h. Sportsmanship/Teamwork

18. **CHANGES:** The above rules are subject to change at any time by the Recreation Department once all teams' coaches are notified.

19. **BEHAVIOR EXPECTATIONS:** Behavioral Expectations for parents, coaches, and players were approved by the Community Activities Advisory Board in 2008. Behavioral Expectations are shared with the intent of providing conduct guidelines. All recreation participants – parents, coaches, and players – are asked to review and follow these guidelines.

* Behavior Expectations are found @ www.leaguelineup.com/newprovbaseball. Please click on Bulletin board and then click to Behavior Expectations.