



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

PLAYING TOGETHER

Baseball Machine/Coach Pitch Rules (Kinder Modified CP /1st/ 2nd/3rd Grade)

Age Group	Game Length	Scoring- Maximum runs per inning	Number of Players on Field	Ball Size	Coach Allowed on Field	Base path length
T-Ball Rookie, Pre-K, Kinder	60 min/4 innings	3 outs or 4 runs whichever comes first	10 players	Rookie- Nerf Ball Pre-K/Kinder- 9- inch soft compression (softie)	2 defensive coaches allowed on field (infield/outfie ld)	45 feet between bases
Kinder Modified Coach Pitch	60 minutes/4 innings	3 outs or 4 runs whichever comes first	10 players	9-inch soft compression (softie)	N/A	50 feet between bases PM:30 ft
1 st Grade Coach Pitch	75 min/6 innings	3 outs or 6 runs whichever comes first	9 players	9-inch regular (boys) 9-inch baseball softie (girls)	Please see rules	50 feet between bases PM:30 ft
Machine Pitch 2 nd /3 rd Grade	75 min/6 innings	3 outs or 6 runs whichever comes first	9 players	9 inch regulation (Boys) 11 inch regulation (softball)	Please see rules	60 feet between bases PM:35 ft

1. Home team will take 1st base dugout. Away team will take 3rd base dugout.
2. All players present will be expected to bat. All players will bat, regardless of whether they played in the field that inning.
3. Players may freely be substituted on defense but the batting order will remain the same for the entire game.
4. A runner who becomes injured will be replaced by the offensive player that precedes him/her in the line-up.

Modified Coach Pitch- Kinder (If applicable)

For modified Coach Pitch, the batter is allowed 3 pitches (good or bad) before being required to use the tee for batting. The batter will then have two attempts to get the ball into play. There will be 5 attempts total to get on base. 3 pitches must be coach pitch + 2 attempts off tee to finish the at-bat

Pitching Machine Setting

1. The pitching machine will be set with the center of the machine at 30 feet. Prior to each game, the umpire will have each team's coach agree to the setting of the machine.
2. The umpire shall feed the pitching machine.
3. Speed of Machine will be set at 32mph

Batting (Coach Pitch & Machine)

1. The batter will receive a maximum of 5 pitches or 3 strikes, whichever occurs first. If the 5th pitch is a foul hit, the batter will be called out. The umpire may call "no pitch" if the pitch is called clearly out of the strike zone and the batter does not swing.
2. There is no dropped 3rd strike rule. However, the ball remains live and runners may advance with liability to be put out.
3. A batted ball that hits the pitching machine shall be ruled a dead ball and the runner will be awarded 1st base. All other runners will be awarded one base ***if they are forced.***

Base Running/Look-back Rule

1. A runner will not leave a base until the ball is hit. There are no steals or lead offs.
2. The ball is live after each play until the defensive team has stopped all runners from advancing and the pitcher has control of the ball. At this point the look-back rule goes into effect and the runners who are off base and stopped must immediately go to the next base or return to the last base without stopping or reversing direction. The defensive team must stop runners from advancing before the ball becomes dead at the end of the play.
 - A. Should the pitcher gain control of the ball with both feet in the circle while the runner is still moving toward the base, that runner may continue to run whether or not the pitcher makes a play on the runner.
 - B. Should the pitcher gain control of the ball with both feet in the circle while the runner is stopped on a base, that runner must remain on that base unless the pitcher makes a play on another runner. If a runner stopped on a base and leaves that base after the pitcher has control of the ball in the circle and who is not making a play on a runner, then a dead ball will be called and the runner called out.

Fielding

1. At the start of a pitch, one player shall be in the pitcher's position with one foot inside the 10 ft radius circle.
2. Defensive players may not move in front of the pitching machine towards home plate until the ball has exited the machine. Should a defensive player be in front of the machine prior to the ball leaving the machine, an illegal pitch shall be declared.

Coaching

Only one defensive coach may be outside the dugout. This coach must remain close to the fence between the on-deck batter's box and 1st base.

Overthrows

1. Runners can take only one extra base on overthrows for 1st and 3rd base only. If a ball is hit to shortstop and he/she overthrows it to 1st base, the runner can use his/her discretion to take 2nd base. Once he/she reaches 2nd base safely, he/she must stop. That goes for any additional runners on bases.
2. Any overthrows to 2nd base will be considered fair play.

Sports Pledge

Win or Lose

I pledge before God

To do my best, to be a team player, to respect my opponents, teammates and officials

And to improve myself in spirit, mind and body.

TNY Sports Department

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