

# Rule Book Index

|   |    |
|---|----|
| Notice of Club Rights.....                | 2  |
| Manager’s Responsibilities.....           | 2  |
| Divisions.....                            | 4  |
| Teams.....                                | 5  |
| Player Eligibility.....                   | 6  |
| Assignment of Players.....                | 6  |
| Participation.....                        | 6  |
| Pitcher Requirements and Regulations..... | 8  |
| Disciplinary Actions.....                 | 8  |
| Equipment.....                            | 9  |
| The Playing Field.....                    | 10 |
| Practices.....                            | 12 |
| Scorekeeper.....                          | 12 |
| Schedules.....                            | 13 |
| Playoffs .....                            | 13 |
| Communicable Disease Procedures.....      | 14 |
| Policies .....                            | 15 |
| Blast Ball Division Rules .....           | 17 |
| Tee Ball Division Rules.....              | 19 |
| Coach Pitch Division Rules.....           | 23 |
| Junior Division Rules.....                | 27 |
| Senior Division Rules.....                | 28 |

## **1. NOTICE OF CLUB RIGHTS**

The Baseball Project Committee (BPC) with the approval of the Youth Activities Committee (YAC) of the Optimist Club of Arlington reserves the right to waive, interpret, or amend any rule when such waiver, interpretation or amendment is deemed to be in the best interest of this program.

## **2. MANAGERS' RESPONSIBILITIES**

- A. Each manager will insure that all rules and regulations of the program are adhered to.
- B. Teams will be supervised at games by a maximum four (4) adults classified as manager, assistant manager, and two coaches.
- C. Each manager, assistant manager, and coach should be a verified member, current in the payment of club dues, and in good standing of an optimist club. Any exceptions must be approved by BPC/YAC.
- D. Each manager, assistant manager, and coach must complete and submit to the BPC an application for a specific position. Each applicant must be approved by the BPC and the YAC prior to the start of practice. A new application is required for each season.
- E. Managers will be assigned by the BPC as prescribed by their policies.
- F. Any changes in specific position must be approved by the BPC.
- G. Each manager is required to support any fund-raising campaign that is conducted for the program. This is an absolute necessity, as the funds raised are required to support the program. Minimum sales quotas may be set by the Baseball Project Committee.

- H. Each manager must meet with the parents of the team players during the first week of practice. The purpose of the meeting will be to explain the program, define what is expected of the players, identify team rules, explain fund raising activities, and promote good sportsmanship during the season. Evidence of this meeting and those who attended must be delivered to the league commissioner no later than one week after the meeting.
- I. Each manager must assure that the requirements of the schedule of events are met. (i.e. issue and return of equipment and uniforms, submission of registration cards and team rosters, turn in of fees, and funds raised, etc.)
- J. Each manager is held responsible for the conduct of the assistant manager, coach, team players, parents, and respective fans. This includes restraining all fans from any display of unsportsmanlike conduct or jeering at the players of any team. If a fan or coach is “out of control” toward an umpire, coach or player from the opposing team, the Manager will be given a warning, and asked to take care of the fan or coach. Also the manager will be informed that the next incident will result in the manager being removed from the game.
- K. Each manager will assure that no tobacco in any form is used on the field or in the dugout during games or practices by coaches or umpires.
- L. No manager will allow his/her team to participate in a game or practice against a team outside the Optimist Club of Arlington’s program without the pre-approval of the BPC.
- M. Each manager will ensure that all players except the batter, base runners, the player on deck, and the children coaching the bases remain in the dugout while the team is at bat. When the team is on defense, all reserve players except a battery in the bullpen must remain in the dugout.

- N. No manager will allow intimidation or frustration to be directed toward any player on an opposing team.
- O. The Optimist Club of Arlington does not encourage the purchase of trophies by parents or coaches for distribution to the players. If some type of recognition is given it must be given on an equal basis and the type of recognition agreed to by all team parents. In NO CASE WILL ANY TEAM BE ALLOWED to present non-Optimist Club of Arlington trophies at official Optimist games or on Optimist fields.
- P. Any manager, assistant manager, or coach found in violation of any of the rules within the Optimist Club of Arlington Baseball Rule Book or coaches' application shall be required to appear before the BPC to review the violation. The BPC will then determine what disciplinary action should be taken, up to and including the dismissal of his/her responsibilities with the team subject to sanction by the YAC.
- Q. If a manager, assistant manager or coach is ejected from a game a mandatory one (1) game suspension will be assessed. The suspension will be enforced at the next league game the team plays. Any further ejections will result in more severe disciplinary action assessed by the BPC.

### **3. DIVISIONS**

- A. Blast Ball Division (4U) Teams will be composed of players who are 4 years old or younger.
- B. Tee Ball Division (6U) Teams will be composed of players who are 6 years old or younger.
- C. Coach Pitch Division (8U) Teams will be composed of players who are 8 years old or younger.

- D. Junior Division (10U) Teams will be composed of players who are 10 years old or younger.
- E. Senior Division (12U) Teams will be composed of players who are 12 years old or younger.

All ages are as of April 30<sup>th</sup> of the current school year.

#### **4. TEAMS**

- A. Each team will have a minimum of nine (9) players on the roster. In the event that an insufficient number of players register to play, the BPC shall, if at all possible, assure that every child that expresses a desire to play baseball is allowed to play on a team whose numbers are set by the BPC.
- B. In the event a team who has previously played in another organization is brought into the Optimist Club of Arlington's baseball program, all players must conform to all rules as set forth in this rulebook. Their eligibility will be determined the same as other registrants.
- C. If a team loses a player during the season for any justifiable reason (i.e. illness, injury, change of address, etc.) the manager will notify the league commissioner immediately. If such loss is prior to the start of the second half of the season, that player will be replaced if replacements are available.
- D. No player will be removed from a team for disciplinary reasons without investigation and approval of the BPC and the YAC.
- E. The BPC will assign or approve team names.

## **5. PLAYER ELIGIBILITY**

To be an eligible player each child:

- A. Must submit a current and accurate registration card, signed by the parent or guardian relieving the Optimist Club of Arlington of all liability prior to participation in any practice session.
- B. Must pay the required fee as set by the Optimist Club of Arlington. The fee may be waived if a written request is submitted and approved by the BPC.
- C. Must submit a copy of an official birth certificate for age verification by the league commissioner if requested.

## **6. ASSIGNMENT OF PLAYERS**

- A. The league administrator and the BPC will assign new applicants to teams.
- B. The children of the manager and/or the assistant manager may play on that person's team providing they meet the age eligibility requirements as set forth in this rule book.
- C. Eligible brothers or sisters must play on the same team unless their parents/guardian submits a request in writing to the BPC that they do not play on the same team.

## **7. PARTICIPATION**

General rules apply to all divisions. Specific rules for each division are in a later section of this rulebook.

- A. Each player will play a minimum of two (2) defensive innings or six (6) outs each game.

- B. The batting order shall list all eligible players. Players not present will be noted. Each player must bat in the order he/she is listed on the official batting order. This order may not be changed during the game. Exception: If a player shows up before the top of the third inning of a game that is in progress, he/she may be placed at the bottom of the official batting lineup.
- C. Should A. and B. above not be complied with for any reason, the player who has not played or batted must play the complete next game or the team will forfeit that game.
- D. The absence of any player must be noted on the official scorebook and to the opposing manager prior to the start of the game. Failure to follow the rule will cause the absent player to be considered as being present but not played and put rule 7C into effect.
- E. A team may play with only eight (8) players. Somewhere in the batting order the manager must designate on the lineup card, prior to beginning play, where the ninth player would have batted. At that position, the team will have an automatic out each time it comes up.
- F. Each team can score as many as five (5) runs per inning. If your team is behind, you can score five (5) runs or as many as it takes to go ahead by one (1) run assuming your team doesn't make three (3) outs first.
- G. A game can end in a tie.
- H. If a team is down by ten (10) runs after four (4) complete innings or eight (8) runs after five (5) complete innings the game is deemed complete.

## **8. PITCHER REQUIREMENTS AND REGULATIONS**

General rules apply to Junior and Senior divisions. Specific rules for each division are in a later section of this rulebook.

- A. Any player on the team roster may pitch.
- B. A maximum of five (5) pitchers can be used in a single game. A player may not re-enter the pitcher position once he/she has been removed in that game.
- C. Once a pitcher takes the mound and participates in warm-up that constitutes an inning pitched.
- D. No pitcher will be allowed to pitch more than three (3) innings during a single game or day.
- E. No pitcher will be allowed to pitch more than seven (7) innings during a week. (Monday thru Sunday)
- F. The manager or coach may only approach and converse with the pitcher and/or the catcher on the mound once per inning. The second occurrence during the inning will result in the removal of the pitcher from the pitching mound.

## **9. DISCIPLINARYACTIONS**

The Optimist Club of Arlington understands the occasional necessity for a coach to be able to discipline a player. This may include limited play or no play for a specific game. For this to happen the manager must strictly adhere to the following procedure:

- A. Provide the administrator with a written copy of the team rules that specify the types of violations and the degree of penalty for those offenses. These team rules must be reviewed and approved by the BPC and/or the YAC.



- B. Make certain that all parents have signed and have a copy of these team rules.
- C. Notify the commissioner, parents, and opposing coach prior to the start of a game in which the discipline is to be enforced.
- D. If a player is ejected from a game a mandatory one (1) game suspension will be assessed. The suspension will be enforced at the next league game the team plays. Any further ejections will result in more severe disciplinary action assessed by the BPC.

## **10. EQUIPMENT**

General rules apply to all divisions. Specific rules for each division are in a later section of this rulebook.

- A. The ball shall weigh not less than five (5) ounces or more than five and a quarter ( $5 \frac{1}{4}$ ) ounces. It shall not measure less than nine (9) inches or more than nine and a quarter ( $9 \frac{1}{4}$ ) inches in circumference.
- B. The bat must be an approved baseball bat and made of a material approved by the BPC. It shall not be more than thirty-three (33) inches in length and not more than two and a quarter ( $2 \frac{1}{4}$ ) inches in diameter and not less than seven-eighths ( $\frac{7}{8}$ ) inches in diameter at its smallest part. Bats may be taped for a distance not exceeding sixteen (16) inches from the small end.

The opposing manager may appeal the legality of a bat immediately after the batter has used the bat in an official at bat. The appeal must be made before the first pitch to the next batter. If the bat is determined to be illegal, the batter is out and all players revert to their positions at the time of the previous batter. The site commissioner will remove the

illegal bat from the field of play.

- C. All players must wear the jersey, cap, and any equipment supplied or approved by the Optimist Club of Arlington.
- D. Issued or approved equipment shall not be altered in any manner.
- E. Male players will not be allowed to warm up or play the catcher position without a protective cup.
- F. A player may elect to wear his/her own approved batting helmet or catcher's gear. Any damaged equipment must be removed and not used. All helmets must have NOCSAE approval on the helmet.
- G. Wearing of protective helmets by the batter and all base runners is mandatory. Children coaching the bases and all batboys must wear protective headgear. All personally furnished headgear must meet or exceed current Optimist Club of Arlington standards and must be approved and labeled by the Optimist Club of Arlington baseball equipment manager prior to use.
- H. Shoes with metal spikes or cleats are not allowed.
- I. Catcher's headgear must be worn during all warm-ups and games.

## **11. THE PLAYINGFIELD**

General rules apply to all divisions. Specific rules for each division are in a later section of this rulebook.

- A. Home plate will be seventeen (17) inches long along the edge nearest the pitching mound and the back point will be seventeen (17) inches from the center of this line. The two

sides will be eight and a half (8 ½) inches long before they angle to the back point. The above measurements pertain only to the white portion of the plate. The beveled edge is not considered part of home plate. The plate will be anchored even with the ground.

- B. First, second, and third bases will be fourteen (14) inches square, white and filled with a soft material. All bases will be securely anchored to the ground.
- C. The pitching rubber will be four (4) inches by eighteen (18) inches and anchored to the ground.
- D. The pitching mound shall be raised by a gradual slope to the height of six (6) inches above the level of home plate and the base paths.
- E. The catcher's box extends approximately six feet, four and three-eighths inches (6' 4 3/8") to the rear of home plate. It is determined by extending the foul lines by nine (9) feet.
- F. The batter's box will be rectangular six (6) feet by three (3) feet. The inside line shall be parallel to and four (4) inches away from the side of home plate. It shall extend forward and back from the center of home plate by three (3) feet in each direction.
- G. The coach's box shall be eight (8) feet long along the base lines and shall be four (4) feet wide. It shall not be closer than four (4) feet from the base line.
- H. All lines will be marked with white chalk and/or another approved white material.

## **12. PRACTICES**

- A. For liability reasons, any official practice must have an Optimist member coach in attendance.
- B. No team shall practice at Senter Park without the approval of the BPC chairman.
- C. The number of practices will be limited based on division prior to the start of the season. Once games start, this limit includes practice and regularly scheduled season games.
- D. Any practice or warm up of more than 30 minutes at any site on the day of a regularly scheduled game will be considered a practice.
- E. Practice is a meeting of two (2) or more players with a supervising adult.

## **13. SCOREKEEPER**

- A. The home team will furnish a qualified adult to serve as the official scorekeeper for each game.
- B. The scorekeeper will sit in the scorekeeper's box and keep the official record of the game.
- C. The scorekeeper will not attempt to coach any team or team member and will notify the umpire of any person attempting to coach from the score box.
- D. The scorekeeper may cheer for his/her team but must refrain from any harassment of players, coaches, and/or umpires.
- E. The scorekeeper may answer inquiries of managers, umpires, and commissioners concerning the progress of the game.

- F. The scorekeeper may not personally or through any other person advise any person other than the game commissioner of any possible rules violation.
- G. Upon the completion of a game, the scorekeeper shall return the complete score book to the commissioner in charge of the field.

#### **14. SCHEDULES**

- A. The BPC shall prepare the schedule for all games.
- B. Three (3) innings must be completed in order for a game to be considered a full game.
- C. In the event of inclement weather good judgment must prevail as to continue a game or not. The site supervisor (project chairman or commissioner) has the ultimate responsibility for the decision to continue or to suspend play.
- D. The BPC Chairman or his representative will communicate the rescheduling of cancelled games.
- E. If more games are cancelled than can be adequately rescheduled due to time and/or field availability, then only those games, which are required to determine playoff positions, will be played.

#### **15. PLAYOFFS**

- A. Prior to the end of the regular season, the BPC will announce the date, sites, and type of playoff to be used to determine city champions.
- B. The BPC will meet to decide playoff seedings for all divisions which hold playoffs. The committee will consider a

team's win/loss percentage, head to head records against each other, and runs allowed to other teams as criteria for arriving at particular positions in the seeding.

- C. Playoff games do not count in league standings.
- D. Both teams playing for the championship in a division will receive trophies.
- E. Sportsmanship awards will be presented in every recreational division.

## **16. COMMUNICABLE DISEASE PROCEDURES**

While the risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other bodily fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not limited to, the following:

- A. The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
- B. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
- C. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other bodily fluids. Wash hands immediately after removing gloves.
- D. Clean all blood-contaminated surfaces and equipment with a solution made from a proper dilution of household bleach

(CDC recommends 1/100) or other disinfectant before competition resumes.

- E. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
- F. Although saliva has not been implicated in HIV transmissions, mouthpieces, resuscitation bags, or other ventilation devices should be available for use to minimize the need for emergency mouth-to-mouth resuscitation.
- G. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
- H. Contaminated towels should be properly disposed of/ disinfected.
- I. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

## **19. POLICIES**

- A. A runner is out when he/she fails to take evasive action to avoid contact with a defensive player when there is imminent play at any base.
- B. Warming-up a pitcher who is not in the game should be done in the provided warm-up cages. If this is not possible, this should occur outside the foul but inside the fence past the dugout. There will be a third person with glove and helmet on facing the field of play watching for any batted balls coming that way. The warming up catcher should be wearing catcher's headgear and cup.

- C. Please enforce the 1-minute between half innings, unless a new pitcher has been brought in to warm-up at the start of the inning. New pitchers are allowed a maximum of 8 warm-up pitches. Returning pitchers are allowed a maximum of 5 warm-up pitches.
- D. Coaches should not go out to the mound between half innings to talk to the pitcher, work on the mound, or position the infield. This will be considered a trip and noted in the official scorebook. The coach will be informed that he has been charged with a trip
- E. Coaches should maintain their position in the designated coaches' box. Remember that the fields are tight, so some latitude will be allowed. A warning will be given when the coach is found out of position. A second warning will result in replacement of the coach with another coach or player.
- F. Offensive time outs should be limited to 1 per batter.
- G. Thrown Bats: If a player throws a bat he will be given a warning. If the same player throws a bat again he will be ejected from the game. If another player on the same team throws a bat a team warning will be issued. Any subsequent thrown bat will result in and automatic ejection of the player throwing the bat.
- H. No jewelry except medical alert bracelets or chains will be worn.
- I. Team meetings will not be allowed on or around the mound. Only a pitcher, catcher and one coach will be allowed on the mound during a time out.
- J. No defensive coaches will be allowed on the playing field.



**The rules shown in this section are expressly for the Blast Ball Division. If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.**

## **1. PHILOSOPHY**

- A. In accordance with the Optimist Club of Arlington's Blast Ball philosophy that Blast Ball is for the education and enjoyment of the players, the club will neither keep nor print any standings in any league and will present no trophies for season play.
- B. Remember the game should not be so technical that it cannot be reasonably played by young children or that the progress of the game is unduly hampered.
- C. When dealing with young children, remember that their skill and experience levels are low. For this reason, coaches and parents should be careful how they conduct themselves while on the field. Attempt to be impartial, and do not intimidate the children. Help them, guide them, and give them confidence.
- D. Blast Ball is designed to allow boys and girls to become comfortable and acquainted with a thrown ball and to strengthen them in the fundamental areas of hitting, fielding, and group sportsmanship.

## **2. PRACTICE AND GAMES**

- A. No team will be allowed to have more than three (3) practices and/or games during any one week.

## **3. GAME OFFICIALS**

- A. It is the responsibility of the manager and coaches to officiate the game.
- B. When on offense, a coach should be at home plate to assist the batter.
- C. When on defense, a coach should be present behind the players in the field to provide guidance.
- D. An additional coach (or parent) should be at first base to catch any balls thrown to them.

#### **4. PROTEST**

- A. No protest will be allowed. The program chairman or BPC representative will make the final decision.
- B. No game forfeits will be accepted if there are two teams at the field. The object is for the teams to play; problems need to be worked out and games played if possible.

#### **5. PLAYING RULES**

- A. Game ball and bat are made of foam. No helmet or gloves are needed.
- B. The field of play will include home plate and 1<sup>st</sup> base. The base path will be 50 feet.
- C. In addition to the standard foul lines, an arc will be drawn 10 feet from home plate. Any hit ball must go past this 10 foot arc and within the 1<sup>st</sup> and 3<sup>rd</sup> base foul lines to be considered fair.
- D. No score or out will be recorded.
- E. There will be five (5) players on the field as defensive players

whenever possible; each player shall be approximately forty (40) feet from home plate and equally spread across the field.

- F. The batter will bat off an Optimist Club furnished batting tee. The batter will be given as many swings as it takes to hit a fair ball.
- G. When a fair ball is hit, the batter will run to 1<sup>st</sup> base. The defensive players will field the ball and throw to the coach at 1<sup>st</sup> base.
- H. All offensive players will bat once through constituting a half inning, at which time the defensive team will take their turn at offense.
- I. Three (3) innings or forty-five (45) minutes is allowed to complete a game whichever comes first.

**The rules shown in this section are expressly for the Tee Ball Division. If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.**

## 1. PHILOSOPHY

- E. In accordance with the Optimist Club of Arlington's Tee Ball philosophy that Tee Ball is for the education and enjoyment of the players, the club will neither keep nor print any standings in any league and will present no trophies for season play.
- F. Remember the game should not be so technical that it cannot be reasonably played by young children or that the progress of the game is unduly hampered. As a coach, please realize that umpiring will be difficult at best. Thus, remind parents of the program's intent. Do not criticize parent umpires. We

ask your patience and cooperation.

- G. When dealing with young children, remember that their skill and experience levels are low. For this reason, umpires should be careful how they conduct themselves while on the field. Attempt to be impartial, and do not intimidate the children. Help them, guide them, and give them confidence.
- H. Tee Ball is designed to allow boys and girls to become comfortable and acquainted with a thrown ball and to strengthen them in the fundamental areas of hitting, fielding, and group sportsmanship.

## **2. PRACTICE AND GAMES**

- A. No team will be allowed to have more than three (3) practices and/or games during any one week.

## **3. GAME OFFICIALS**

- A. It is the responsibility of the manager to seek a players' relative or a friend who is willing to become the team's umpire. This person is not required to be an Optimist Club member.
- B. Each team will furnish one umpire. This umpire will be responsible for base and field rules. The head coach or assistant coach will alternate as plate umpire when his/her team is at bat. If two umpires are not available, then only one will work the game. If there are no umpires available, then the coaches will alternate as umpires for the game. An umpire will not be allowed to umpire the game without the permission of the division administrator or the project chairman.
- C. First and third base umpires should change bases each inning.
- D. An umpire's call is final and cannot be reversed except by

the umpire, program chairman or field commissioner.

- E. Scorekeepers must keep track of innings played by each child and note any player not playing his/her required two (2) innings.

#### **4. PROTEST**

- A. No protest will be allowed. The program chairman or Baseball Project Committeeman will make the final decision, and he/she or their representative will attend every game.
- B. No game forfeits will be accepted if there are two teams at the field. The object is for the teams to play; problems need to be worked out and games played if possible.

#### **5. PLAYING RULES**

- J. The official Game ball will be a McGregor MCBTBX or its equivalent.
- K. There will be ten (10) players on the field as defensive players whenever possible; each player shall be in the position of advanced baseball, with the 10<sup>th</sup> player being part of the outfield.
- L. Outfielders must start in the grass (outfield).
- M. Infielders must start in the dirt (infield).
- N. The pitcher must be on the pitching rubber when play commences.
- O. The catcher must start out in the batting circle.
- P. No player may play more than one (1) inning per game per position at either first base or pitcher.

- Q. No player shall sit in the dugout more than one (1) consecutive inning. Violations of this rule may result in the suspension of the coach or manager.
- R. The batter will bat off an Optimist Club furnished batting tee. The batter will be given five (5) swings to hit the ball.
- S. An inning is over after three (3) outs or five (5) runs have been scored, whichever occurs first. Each team can record a maximum of five (5) runs in any given inning. Alternatively, both teams may decide before the game start to bat their entire order each inning. This will not impact the time limit.
- T. Six (6) innings or sixty (60) minutes is allowed to complete a game whichever comes first. No new inning may start after forty-five (45) minutes of play.
- U. No base stealing or leadoffs are allowed at any time. The score is made only on fair hits. The runner is out if he/she leaves base before the ball is hit.
- V. Players who throw the bat in a dangerous manner after hitting the ball will be called out, after one (1) warning.
- W. Bunting is not allowed and the “infield fly rule” does not apply.
- X. All infielders must start each play no closer to home plate than their respective base paths between third and second, and second and first bases. Bases will be set fifty-five feet (55’) apart.
- Y. To get an out, players must make a ‘Baseball Play’. This means they should throw the ball to their team mate when it is an appropriate play. If a ball is recovered within a few feet of a baseline the player may tag the runner. Putting your fastest

player at the pitchers position and ‘running down’ players does not teach the fundamentals needed for the next level of play and will not be allowed.

Z. Balls that are stopped within the infield (infield hits) will be considered live. Overthrows by an infielder will advance the runner no further than the base he/she is running toward. A ball overthrown at second or home is considered an overthrow and runners may not advance.

AA. A ball hit inside the batting circle is a dead ball and is considered a pitch or strike. NOTE: A ball hit in the batting circle that is a least three feet (3’) over the batter’s helmet can be caught by the catcher for an out.

**The rules shown in this section are expressly for the Coach Pitch Division. If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.**

## 1. PHILOSOPHY

A. The Optimist Club of Arlington’s Coach Pitch philosophy is that Coach Pitch is for the education and enjoyment of the players.

B. Remember the game should not be so technical that it cannot be reasonably played by young children or that the progress of the game is unduly hampered. As a coach, please realize that umpiring will be difficult at best. Thus, remind parents of the program’s intent. Do not criticize parent umpires. We ask your patience and cooperation.

C. When dealing with young children, remember that their skill and experience levels are low. For this reason, umpires should

be careful how they conduct themselves while on the field. Attempt to be impartial, and do not intimidate the children. Help them, guide them, and give them confidence.

- D. Coach Pitch is designed to allow boys and girls to become comfortable and acquainted with a thrown ball and to strengthen them in the fundamental areas of hitting, fielding, and group sportsmanship.

## **2. PRACTICE AND GAMES**

- A. No team will be allowed to have more than four (4) practices and/or games during any one week.

## **3. GAME OFFICIALS**

- A. It is the responsibility of the manager to seek a players' relative or a friend who is willing to become the team's umpire. This person is not required to be an Optimist Club member.
- B. Each team will furnish one umpire. This umpire will be responsible for base and field rules. The head coach or assistant coach will alternate as plate umpire when his/her team is at bat. If there are no umpires available, then the coaches will alternate as umpires for the game. An umpire will not be allowed to umpire the game without the permission of the division administrator or the project chairman.
- C. An umpire's call is final and cannot be reversed except by the umpire, program chairman or field commissioner.
- D. Scorekeepers must keep track of innings played by each child and note any player not playing his/her required two (2) innings.



## 4. PROTEST

- A. No protest will be allowed. The program chairman or Baseball Project Committeeman will make the final decision and he/she or their representative will attend every game.
- B. No game forfeits will be accepted if there are two teams at the field. The object is for the teams to play; problems need to be worked out and games played if possible.

## 5. PLAYING RULES

- A. There will be ten (10) players on the field as defensive players whenever possible; each player shall be in the position of advanced baseball, with the 10<sup>th</sup> player being part of the outfield.
- B. The pitcher will play within ten-foot (10') on either side of the pitcher's mound but he/she cannot be closer to home plate than the mound when play commences.
- C. Outfielders must start in the grass (outfield).
- D. Infielders must start in the dirt (infield).
- E. No player may play more than one (1) inning per game per position at either first base or pitcher.
- F. No player shall sit in the dugout more than one (1) consecutive inning. Violations of this rule may result in the suspension of the coach or manager.
- G. There will be no defensive substitution during play.
- H. The distance between the point of home plate and the front of the pitching rubber will be thirty-eight feet (38').
- I. The batter receives five (5) pitches from his/her coach. From

these pitches he/she must get on base or be out. All coaches must pitch overhand to the batter with at least one foot on the pitching rubber.

- J. Six (6) innings or seventy-five (75) minutes is allowed to complete a game, whichever comes first. No new inning may start after sixty (60) minutes of play.
- K. No base stealing or leadoffs are allowed at any time. The score is made only on fair hits. The runner is out if he/she leaves base before the ball is hit.
- L. Players who throw the bat in a dangerous manner after hitting the ball will be called out, after one (1) warning.
- M. Bunting is not allowed and the “infield fly rule” does not apply.
- N. All infielders must start each play no closer to home plate than their respective base paths between third and second, and second and first bases. Bases will be set sixty feet (60’) apart.
- O. The coach pitcher may field a fly ball only for reasons of self-protection, at which time he/she should immediately drop the ball.
- P. The coach pitcher must attempt to leave the pitching rubber and/or playing area to avoid interference with the players’ field of play.
- Q. No coach will be permitted on the playing field except in one of the following positions: first or third base coach, or pitching coach.
- R. Balls that are stopped within the infield (infield hits) will be considered live. Overthrows by an infielder will advance the runner no further than the base he/she is running toward.

- S. A ball hit inside the batting circle is a dead ball and is considered a pitch or strike. NOTE: A ball hit in the batting circle that is a least three feet (3') over the batter's helmet can be caught by the catcher for an out.

**The rules shown in this section are expressly for the Junior Division. If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.**

## 1. GENERAL

- A. The distance between bases will be sixty-five feet (65').
- B. The distance between the point of home plate and the front of the pitching rubber will be forty-five feet (45').
- C. Six (6) innings or ninety (90) minutes is allowed to complete a game, whichever comes first.
- D. There will be nine (9) players on the field as defensive players whenever possible. All players will be in the positions of advanced baseball.
- E. No leadoffs are allowed at any time. The runner is out if he/she leaves base before the ball is hit or crosses home plate. (tight bases)
- F. A batter/runner is declared out if they cannot resume their time at bat or on base.
- G. A "courtesy" runner is allowed for the catcher ONLY, provided there are two (2) outs and the last player out replaces the catcher on base.
- H. The official game ball will be the McGregor MLB 76 or its equivalent.

## 2. PRACTICE AND GAMES

A. No team will be allowed to have more than four (4) practices and/or games during any one week.

**The rules shown in this section are expressly for the Senior Division. If there are any conflicts in matters subscribed by the rules in this section, these rules shall be ruled paramount and will stand above all other rules as stated in other sections.**

### 1. GENERAL

- A. The distance between bases will be seventy feet (70’).
- B. The distance between the point of home plate and the front of the pitching rubber will be fifty feet (50’).
- C. Six (6) innings or ninety (90) minutes is allowed to complete a game whichever comes first.
- D. Leadoffs are allowed. (loose bases).
- E. A batter/runner is declared out if they cannot resume their time at bat or on base.
- F. A “courtesy” runner is allowed for the catcher ONLY, provided there are two (2) outs and the last player out replaces the catcher on base.
- G. The official game ball will be the McGregor MLB 76 or its equivalent.

## 2. PRACTICE AND GAMES

A. No team will be allowed to have more than five (5) practices and/or games during any one week.

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Except as noted herein, our league follows the standard baseball rules as published by the MLB.