

BURBANK PARKS AND RECREATION DEPARTMENT
SPORTS OFFICE
1111 WEST OLIVE AVENUE
BURBANK, CALIFORNIA

T- BALL/COACH PITCH RULES

The rules of USA Softball and High School Federation (CIF), unless amended below. Situations not specifically covered in these league rules will be left to the discretion of the Sports Office Staff.

I. **GENERAL RULES**

1. Teams will be classified based upon grade as follows:

- K – 1st - T-Ball
- 1st – 2nd - Coach Pitch

2. Pre-Game Plate Meeting:

- At the start of the game, each team shall designate their Head Coach.
- The Head Coach shall meet with the umpire prior to the start of the game to discuss ground rules, official start time, any special rules that are pertinent to the game.
- Plate Umpire shall announce game time after the pre-game meeting.
- The coach who attended the plate meeting, will be the only individual to enter the playing field for the purpose of necessary time outs, rule interpretations by the Umpire or to attend an injured player.

3. Regulation Game:

- All League Games will be scheduled for 7 innings or one hour whichever occurs first.

4. Ground Rules:

- The umpires and/or park supervisor will explain all ground rules before game time. These will become the official ground rules for the game. Any situations not covered are left to the discretion of the plate umpire. It would be in the manager's best interest to ask pertinent questions at the plate meeting.
- **Teams must be ready to start 5 minutes before game time.**

5. Forfeits:

- A team must have seven players present at game time.
- All games will be played according to the schedule without change.
- Cases involving extreme circumstances may justify cancelling a game.

6. Dugouts:

- Home team will occupy the bench on the third base side of the field. Team at bat is responsible for chasing foul balls.
- Home team is listed on the right hand side of the schedule.
- Visitors will occupy the first base side.

7. Substitution:

- Teams must bat through their full lineup.

- Exception: Pinch runner may be used for an injured player only. The pinch runner must be the last out.
- Each player must play at least one inning defensively.
- In the event a batter cannot take their turn at bat due to injury, they will be ruled out on the first time at bat, and then removed from the batting order for the remainder of the game.
- All players in attendance will appear on the lineup card and bat in proper rotation. No change is permitted once the lineup card has been submitted.
- If a player arrives late, they will be added to the bottom of the batting order.
- Managers will submit lineups at least 10 minutes before game time.

8. Conferences:

- **Defensive-** There shall be only **3** charged defensive conferences between the manager and any of the defensive players in a 7 inning game.
- **Offensive-** Only 1 offensive conference per ½ inning while the team is at bat. Coach may call time and talk to the batter and/or runners.

9. Pitching:

- All Pitchers must wear complete safety helmets (NOCSAE Certified)
- Pitcher must be in contact with the pitching plate at 46 feet with one foot touching the permanent plate before the batter hits the ball.

10. Equipment:

- T-Ball/Coach Pitch Girls - 10 inch Optic Yellow RIF
- T-Ball/Coach Pitch Boys- Diamond DFX-LC5 baseball
- Both teams will furnish one new ball for the game.
- If both balls are lost during the course of the game, the home team shall furnish the third suitable ball and the visiting team the fourth, etc.
- Home team shall have first choice of balls at the end of the game.
- **Bat Requirements:**
- Ponytail Girls: Bats will comply with Official USA Softball standards.
- For list of legal bats visit: <https://www.teamusa.org/usa-softball>
- Hap Minor Boys: Bats will comply with USA Baseball Bat Standards.
- For a list of legal bats visit: <https://usabat.com>.
- Safety grip 10 inches to 18 inches in length.
- Bats shall be free of burs, dents, cracks, sharp edges and rattles.
- Umpire has sole discretion on all bats for acceptability.
- **Helmets- Shoes-Protective Gear:**
- All batters and runners must wear complete safety helmets (NOCSAE Certified). The wrap-around headgear is unacceptable.
- Participants must wear close-toed shoes while playing.
- The multi-purpose rubber-cleated shoe is acceptable. Steal cleats are prohibited.
- Managers and coaches must also wear appropriate shoes.
- Catchers must wear complete protective equipment including chest protector with protective flap, full one-piece helmet/mask with throat guard (hockey-style mask is acceptable); shin guards and use a proper glove/mitt. The complete safety helmet is required to be (NOCSAE Certified)
- Hap Minor catcher must wear protective cup.

11. Field Dimensions:

• Division	• Bases	• Pitching
• T-Ball	• 60 Feet	• 46 Feet*
• Coach Pitch	• 60 Feet	• 46 Feet*
• Coach	• 60 Feet	• 25-30 feet

12. Special Rules:

- **T-Ball- Batting**
- The Tee will be placed in front of home plate, not on it, with the point facing the pitcher.
- Players must use a full swing in each attempt to hit off the Tee.
- No bunting.
- A ball swung at is considered an attempt. A player will have four attempts to hit the ball. If contact does not take place during the players' four attempts, the next batter will hit.
- If the batter strikes the tee and any portion of the ball goes fair, it is playable.
- If the batter strikes only the tee and no portion of the ball, a strike will be called and the ball is dead, whether it goes fair or not. Whether the batter makes contact with the ball and/or the tee is the sole judgment of the Umpire.
- **A foul ball will be called on a batted ball which:**
 - i. Remains in the arc area.
 - ii. Lands outside the arc area and remains foul.
 - iii. Lands fair and then rolls foul or back into the arc without being touched.
 - iv. The arc area is an 8-foot radius circle around home plate. If a player hits a fair/foul ball and their bat is thrown out of the arc area, they will be called out and the baserunners must return to their base.
 - v. If in the umpire judgment, the bat is dropped in the circle and rolls out the batter-runner will not be out.
- **Each team will bat 8 batters per half inning. The umpire should announce that the eighth batter is coming up. After the team has completed their turn at bat, the half of the inning will be considered completed.**
- The infield fly rule is not in effect.
- There are no protests in T-Ball/Coach Pitch.
- Players should hustle on and off the field.
- No Score or Standings will be kept.
- **Base Running:**
- Once the pitcher or catcher has control of the ball inside the circle, the ball becomes dead and play is stopped.
- Runners less than half way to the next base must return to the original base, if more than half way to the next base they will be entitled to that base.
- No stealing of bases is allowed. A runner may not leave the base until the ball is hit, or the runner will be called out. If a runner leaves too soon, the hit will not count, the batter will bat again, and all runners will return to the bases originally occupied.
- If a ball stays in the designated live areas on an overthrow, all runners may advance **one base** at their own risk.

- **If the ball goes out of play on an overthrow, the ball is dead and all runners will advance one base.**
- **Defensive Team:**
- Catcher must be outside the circle, behind the plate, with the ball on the tee, before the batter hits.
- Two coaches from the defensive team may be on the field to help direct play. Coaches may not interfere or participate in any play.

13. Coach Pitch Only Rules:

- **3 outs or 8 batters per half inning**
- Coaches pitch to their own team. Coaches must kneel and can pitch overhand or underhand. Coaches pitching area will be marked between 25 - 30 feet.
- Adult pitcher will have 3 balls with them to start each at bat. Balls must be next to the adult pitcher. After each pitch, any ball that is not hit will remain with the umpire until the next batter.
- Adult pitcher must be 18 years or older.
- The kid pitcher will stand on the Pitcher's Plate in the circle during the delivery of a pitch. If the ball is hit straight back at the mound, the adult pitcher must try to get out of the way.
- Coaches must make every effort to not create interference on a batted ball.
- If at any time the Adult pitcher intentionally interferes with a batted ball or a fielder, interference will be called and the ball will become dead immediately. The lead runner on the base will be called out at the time of the interference, and the other runners will be returned to the last base touched. If the ball strikes the Adult pitcher unintentionally, the ball will become dead and the batter and all runners will advance one base.
- There are no called strikes or balls when the coach is pitching. A batter cannot walk.
- If a batter has not put the ball in play after 3 pitches, the batter will hit off the tee. The player will receive one swing off the tee. If player hits foul ball they will have one more attempt. If the ball is not put into play on the second attempt, then the batter will be ruled out.
- Adult pitcher may bring out a kneepad or bucket to sit on. Coaches will not be allowed to stand.