



Town of Parker Coach Pitch Baseball Rules: 8 to 10 Upper

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment.

Recreational Philosophy – Youth Sports:

To provide a fun, safe learning environment for participants to experience the social and physical benefits of playing sports.

Participant Information

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. Their decision is final.

Field Supervisor:

The field supervisor is on site to monitor the games and the facility, assist with injury, answer questions, assist officials with rulebook clarifications and monitor participant behavior. His/her decisions are final.

Umpires:

1. Coaches act as umpires in the 8 to 10 Beginner and Upper divisions.
2. Each team must provide an umpire/safety monitor: one at home plate (when batting) and one on the bases (when fielding).

Their duties consist of:

- a. Supervising batter's and catcher's area.
- b. Calling batters to the plate at a safe time.
- c. Keeping catcher at a safe distance from the plate
- d. Declaring the ball dead or alive, and positioning runners as necessary.
- e. Contacting field supervisor when there are any discrepancies.
- f. Determine if defensive players are in proper positions.
- g. Declaring runners out or safe at bases.
- h. Administering all rules of the game.

Coaches:

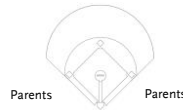
1. The team at bat may have a coach at first, third and home plate.
 - a. A coach may not interfere with any player, while the ball is in play.
 - i. If this should occur, all runners will be returned to their original base and the batter will be declared out.
 - b. The home plate coach may adjust the stance of a batter prior to the ball being hit.
2. The team in the field may have a maximum of two coaches on the field at any one time.
 - a. Coaches are not allowed to interfere with any player or the ball while the ball is in

play.

- i. If this should happen, the ball will be considered dead, and each runner will advance one base, with the batter receiving first base.

Spectators:

Spectators are asked to sit on the opposite side of the field from the coaches and team *behind the dashed lines*. ****At no point can the coach or parent be in the dugout or on the baseball field.****



Players

1. Rosters:

- a. Only players on your official team roster may practice or play in games.
 - i. **EXCEPTION:** Teams may borrow players from other teams *within the same division* to avoid a forfeit. **There are no forfeits in recreational youth leagues.**
 - ii. A game may be played with as little as 8 players.
 - iii. Contact the Baseball Coordinator if you will be short on players for a particular game so they can arrange for subs.
- b. Minimum 10 players/Maximum 14 players on roster

2. Participation:

- a. 9 v 9
- b. The defense will consist of 9 players: pitcher, catcher, 4 infielders and 3 outfielders. All players on the roster will bat, regardless if they sat the bench for defense.
- c. Players coming late to a game may be placed at any position in the batting order.
- d. No player may sit on the bench more than one inning when their team takes the defensive position.
- e. Free substitutions on defense will be allowed between innings only, unless an injury occurs.
- f. Coaches are asked to rotate players at positions in which they show an interest in playing.
- g. **There will be no forfeits.**

3. Playing Time Requirements:

- a. Each participant will play at least half of each game. Playing time is the responsibility of the players and the coach, **NOT** the opposing team or gym supervisor.

Logistical Information

Player Uniform:

1. Each player must wear the assigned jersey provided by the Recreation Department.
 - a. Only authorized sponsors from the Town of Parker may be placed on the uniform.
2. Rubber molded cleats may or tennis shoes may be worn. ***Metal, detachable or hard plastic cleats may not be worn.***
3. Each player must wear a baseball glove while in the defensive fielding position.
4. Batting helmets must be worn by the batting team while on the field (warming up to hit, at the plate, on bases).
5. Catchers must wear full catcher's gear: shin guards, chest protector, face mask and helmet.
6. Players may use their own bats.
7. Jewelry
 - a. No Jewelry may be worn during sports participation. **Exception:** Medical alert jewelry may be worn but must be taped to the body or covered (i.e. with a sweat band).
 - b. No taping of earrings. **Exception:** Jewelry Implants that have a flat back and must be surgically removed may be covered with athletic tape or BandAids. The earring back must be flat.
 - c. Fitness Trackers may be worn attached to shoe laces or beneath clothing (i.e. attached to a sports bra).

Game Equipment:

1. Ball Size:
 - a. **8 to 10 Upper:** Official Teeball
2. A batting tee will be available for those unable to hit a pitch from the coach.
3. Catcher's gear will be provided by staff on-site.

Game Locations:

1. Games will be played at Salisbury Equestrian Park
2. Games will occasionally be played at Challenger Park

Field Dimensions:

1. **Ages 8 to 10 Beginner:** 60 ft. bases, 40 ft. pitching

Playing Rules

Start of Play:

1. A coin toss shall determine the home team.
2. Line-ups: All players registered on the team and present at the game shall be listed on the batting order.
3. Teams must have at least 8 players present at game time to begin a game. Teams do **not**



have to take an “out” when batting.

Duration of Games:

1. Game Time:

- a. **Ages 8 to 10 Upper:** Each game will consist of 6 innings or the time limit is 1 hr. 15 min.
- b. No new inning will begin if, in the opinion of the supervisor, if the entire inning cannot be completed within the time frame outlined above.
- c. Each ½ inning consist of each player batting one time through, regardless of outs.
- d. If more than 3 outs occur prior to the batting order being completed, runners may stay on the bases

2. Time-outs: *Not Applicable*

Scoring:

1. Standings are *not* kept.
2. Score is displayed on the score board.
 - a. In keeping with the philosophy of the youth sports program, we do not keep track of wins and losses nor do we give out end of season awards. The score is kept only as a reference for starting and ending a set/match.
 - b. Teams will need to provide a parent to keep score on the scoreboard.

General Rules

1. The ball is declared dead when the pitcher has the ball in his/her possession and is standing on the pitching rubber.
 - a. Runners caught between bases when ball is in possession of the pitcher must return to the last base touched.
2. There is no infield fly rule.
3. Base runners must tag on all fly balls.
4. Runners may advance one base on overthrow, regardless of whether the ball goes out of bounds or not.

Pitching:

1. Coaches will pitch to their own teams.
2. Players will receive 5 pitches to get the ball in play.
3. The coach may pitch from any distance he wants between the pitcher’s mound and within 15 ft. of home plate.
4. While the coach is pitching the defensive player will stand near the pitching mound to field the ball.
5. Coach-Pitcher may not field the ball and must avoid interfering with play once the ball is hit.

Batting:

1. Each player will bat each inning.
2. A batter that throws his bat in a hazardous manner will be called out.
3. Bunts are not allowed.
4. Each batter will be given 5 pitches.
 - a. Each coach will pitch to their own team. *See Pitching section for more information.*
 - b. If the ball is not hit in fair territory after the 5 pitches, the batter will be given up to 3 swings at the tee.
 - c. Pitch only to those who can hit without the tee.

Base Running:

1. Base runners may lead off 3 feet from the inside foot of the bag.
2. Base runners cannot steal bases. The runner will be declared out if caught stealing.
3. Runners will be declared out if they leave the base path in order to avoid a tag
4. A runner who intentionally runs into a defensive player will declared out.
5. Sliding **will be** allowed and players should slide to avoid collision.
6. Base runners must tag on all fly balls

Defense:

1. Defensive positions will consist of a pitcher, catcher, first baseman, second baseman, third baseman, shortstop and no more than four outfielders.
 - a. Each outfielder must be positioned no closer than ten feet behind the bases.
 - b. The catcher must stay in catcher's safety area until ball is hit.
 - c. Infielders may be no closer than 20 feet from home plate prior to the ball being hit
 - d. Pitcher must stand to the side or behind the pitching rubber until ball is hit
 - e. Defensive players must be located in standard positions with no extreme oversights.
2. The defense must make a play on the last batter.
 - a. If the ball is not hit in fair territory after the 5 pitches, the batter will be given up to 3 swings at the tee.
 - b. Pitch only to those who can hit without the tee.

Sportsmanship:

1. Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches may receive one warning.
 - a. A second offense will result in then removal from the game.
 - b. Anyone who is ejected from a game must also leave the park for the day and may be subject to further suspension.
2. We encourage coaches and players to shake the opponents' and officials' hands after each game to emphasize positive teamwork and sportsmanship.



Elastic Power:

The Parker Recreation Sports staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

Drone Policy:

Drones are not allowed at Parker Recreation sporting events.

The Town prohibits hazardous activities at all Town parks and open space, which may include model craft of any kind that is not operated in a safe manner. The United States Department of Transportation issued Model Aircraft Operating Standards, which can be summarized as follows:

- Fly below 400 feet and remain clear of surrounding obstacles
- Keep the model craft within visual line of sight at all times
- Remain well clear of and do not interfere with manned aircraft operations
- Don't fly within 5 miles of an airport unless you contact the airport and control tower before flying
- **Don't fly near people, bicyclists, motorists, roadways, parking lots or stadiums**
- Don't fly model craft that weighs more than 55 lbs.
- Don't be careless or reckless with your model craft – you could be fined for endangering people or other aircraft