

Homestead League Boys Player Pitch Rules

(Revised September 2014)

Boys Player Pitch is a great learning experience and fun summer sport. Our goal is for the players to further develop basic concepts, play various field positions and exhibit good sportsmanship in a recreational activity. **All player, coaches, parents and fans are expected to exhibit good sportsmanship. Absolutely no profanity or exhibition of temper, on or off the field, will be permitted.** Fans are not allowed in the dug-out or on the playing field during the game.

Games are played on Wednesday evenings at 8:00 p.m. and Saturday mornings at 10:30 a.m. **The game clock starts when the ump call play ball or the 1st batter is called up. The 3rd out starts a new inning of the current inning. A new inning cannot begin after 1 hour and 15 minutes of play or maximum of 6 innings. Coaches and player are expected to arrive at the playing field 30 minutes prior to the beginning of the game to warm up.** The visiting team will take the infield practice first, with the home team finishing their infield practice by game time. **First aid must be available at each game site.**

If a rain -out occurs or the ball field is not playable, the home team's coach is responsible for contacting the visiting teams coach to re-schedule the game at a mutually agreed-upon date and time. Games should be re-scheduled far enough in advance that the traveling coach can contact the team's players in due time.

Age / Eligibility

1. Player Pitch is geared for boys coming out of 2nd, 3rd and 4th grades.
2. Player cannot play on another Homestead League Boys Player Pitch team. However, a player may "play up" on a on a Little League A or B team.
3. Coaches are encouraged to provide playing experience for each player in as many positions as possible.

Equipment / Uniforms

1. Helmets with face-masks and **chin-straps are mandatory**. Batters, on-deck batters and base runners must wear helmets at all times outside the dug-out. **(Non-compliance may result in an out.)**
2. Players must wear tennis or turf shoes or baseball cleats. No metal spikes are allowed.
3. Players must wear the team T-shirts during games. Team T-shirts must include a number for each player.
4. Players are encouraged to wear baseball pants during games due to sliding but this is left to the discretion of each team.
5. Protective cups are encouraged but left to the discretion of the parent and coaches.
6. Catchers must wear appropriate protective equipment, including: chest protector with neck collar, throat guard, shin guards and catcher's helmet with face-mask.
7. Players are not allowed to wear watches or any jewelry (exception: Medical Alerts).
8. No cast/braces are allowed.

Bat Specifications

Bats cannot exceed 33 inches in length, with the barrel no more than 2 ¼ inches.

Ball Specifications

All games will be played with 9 inch regulation baseballs.

Field of Play

The home team is responsible for properly marking the playing field as follows.

1. Bases are set 55 feet apart.
2. The pitcher's rubber is placed at 40 feet from home plate. There is a 5 feet radius circle (10 feet in diameter) around the pitcher's rubber.
3. There is a 15 feet radius arch in front of home plate.
4. Lines indicating the batter's box are clearly chalked.
5. Short lines **must** be chalked at the half-way point between 1st and 2nd base, 2nd and 3rd base, and 3rd base and home plate. (See Base Running section, Rule #7 and over throw rule)
6. **A safety base will be added to 1st base**
7. **A 3 (three) foot line at 1st, 2nd, 3rd base**

Number of Players

1. Max (6) infielders (10) players total fielder player's max. (9) player may be used without penalty however, if only (8) players are present one out will be used at the end of the lineup. All players are included in the batting line up, batting order remains the same during the entire game.
2. **If a player is injured in the course of a game and that a player is at bat he will be skipped and an out will not be taken.**

Batting Team

1. The visiting team bats first, followed by the home team.
2. Each team may have up to six (6) runs or three (3) outs per inning.
3. Batting order remains the same during the entire game. All players bat, whether they are in the field or not.
4. The batting team's player should be in the dug-out, in batting order. Coaches should have the next batter ready to speed up play.
5. All batters, on deck batters and base runners must wear helmets at all times outside the dug-out. **(Non-compliance may result in an out.)**
6. Only the on-deck batter within the designated circle may practice swinging the bat.
7. The batter must be within the batter's box when batting.
8. A ball must be hit past the 15 feet mark to be called fair. No bunting is allowed.

9. The Strike Zone is defined as the zone between the knees and the chest on the batter.
10. No walks will be given but a batter may strike out.
11. If a foul tip on a strike is hit above the batter's head and caught by the catcher, it is an out.
12. Any batter throwing the bat will be called out immediately. **No Warnings** No base runner will advance. Coaches should teach players to lay the bat down in the safety zone.
13. Batting team must pick up the bat after each batter.

Base Running

1. **Runners may lead off up to the 3 (three) foot line after the ball is pitched.**
2. Sliding into any base is allowed.
3. Stealing bases is not allowed.
4. If a base-runner passes another base-runner in front of him, that base-runner will be called out.
5. If two players end up on the same base, the umpire will call the second occupant out.
6. No runner will score when the 3rd out is a forced play.
7. Players cannot run on a dropped 3rd strike.
The play is dead when the pitcher has the ball in his control within the pitcher circle. If the runner is between bases and past the half-way mark, he can advance to the next base without being out. If the runner is not past the half-way mark, he must return to the previous base.
8. **If an injury of a batter/base runner happens and they cannot run the last out can run for them.**

Overthrow Rule

1. If an overthrow occurs at any base, the runner (s) may advance one base per player at bat.
2. The play is dead when the pitcher has the ball in his control within the pitcher circle. If the runner is between bases and past the half-way mark, he can advance to the next base without being out. If the runner is not past the half-way mark, he must return to the previous base.

Pitching

1. Pitching must be overhand.
2. **After 4 balls coach comes out (3 pitches by coach)**
3. **On the 3rd coach pitch if the ball is fouled off the player gets 1 (one) more pitch.**
4. If coach pitches are needed, there is a new count with no prior strikes included.
5. When a coach pitcher is used, the player pitcher must stay within the circle until after the ball is pitched.
6. The pitcher must have one or both feet in contact with the pitching rubber. The foot on the rubber must remain in contact with the rubber until the ball has left the pitcher's hand. This rule applies to both player and coach pitchers.
7. A player pitcher may only **appear** in two (2) innings per game.
8. Warm-up pitches are allowed between innings. New or returning pitcher may have up to five (5) initial warm-up pitches and returning pitchers may have five (5) warm-up pitches between innings, regardless of weather the pitches are caught by the coach or player at the catcher position.
9. A batter being hit by a pitch will be awarded 1st base.
10. If a pitcher, during the course of pitching the allotted two innings, hit's a second batter, this pitcher is replaced and cannot pitch the remainder of the game.
11. If a coach pitcher is struck by a hit, the ball is considered dead and runners do not advance. A re-pitch will be done.
12. If the pitcher throws the ball and the ball hit the ground then hits the batter that ball is dead and the batter does not go to 1st.

Coaches

1. The team at bat may have a coach at 1st base and a coach at 3rd base.
2. Coaches cannot touch any player while the ball is in play. The penalty is an automatic out.
3. Coaches should give verbal encouragement to players from the sidelines, on both offense and defense.

Umpires

1. The home team is responsible for providing the home plate umpire and it is up to the home plate umpire if they would like a base umpire. The visiting team is responsible for providing the base umpire.
2. The minimum age for umpires is 16 years of age.
3. **The umpire has jurisdiction from the beginning until the end of the game. The umpire's decision is final.**
4. **The umpire acts as the official timekeeper and may stop the game, if necessary.**
5. The umpire will stop play by calling "time" when the play is dead or for time-outs.