

*Official*  
**PISGAH YOUTH ORGANIZATION**  
&  
**CINCINNATI SUBURBAN LEAGUE**  
*Coach Pitch and T-Ball*  
*Rules*



Revised for 2008 Season

# **PYOICSL T-BALL & COACH-PITCH RULES**

## **Article 1 - Introduction**

A. These Rules were adopted by the Executive Board on March 5, 1987, and amended in 1988, 1990, and 1991. These rules govern all PYO playing activities and the use of PYO facilities and equipment.

The T-Ball and Coach-Pitch rules were amended in 2008, in the spirit of maintaining consistency with nationally recognized rules for T-Ball and Coach-Pitch.

B. From the PYO Constitution, the objectives of the PYO are:

1. Establish and provide youth activities deemed appropriate for the development of youth.
2. Promote and teach youth sportsmanship, leadership, and integrity.
3. Promote cooperation with other organizations and communities who are interested in youth activities.

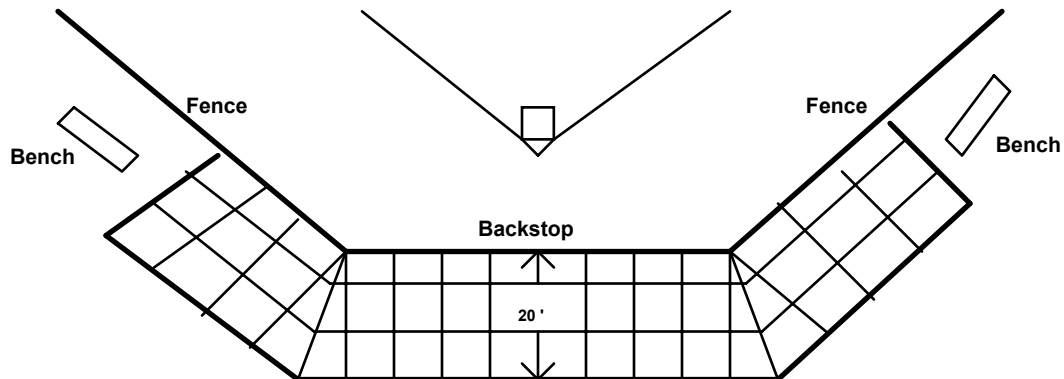
C. Accordingly, these Rules shall be interpreted and applied in a manner consistent with those objectives.

D. It is the responsibility of the manager and coaches to familiarize themselves with all of the Rules and to advise their players and the players' parents of the Rules.

E. These Rules are to be adhered to strictly. Coaches and Managers are not authorized to institute "special" rules without the specific written approval of the Executive Board. The procedure for changing these Rules is set forth in Article 9 below.

## **Article 2 - Definitions**

A. The "neutral zone" is the crosshatched area, as shown in Figure 1.



**FIGURE 1**

# PYO/CSL T-BALL & COACH-PITCH RULES

## Article 2 - Definitions (cont'd)

B. The “dead zone” is the crosshatched area, as shown in Figure 2.

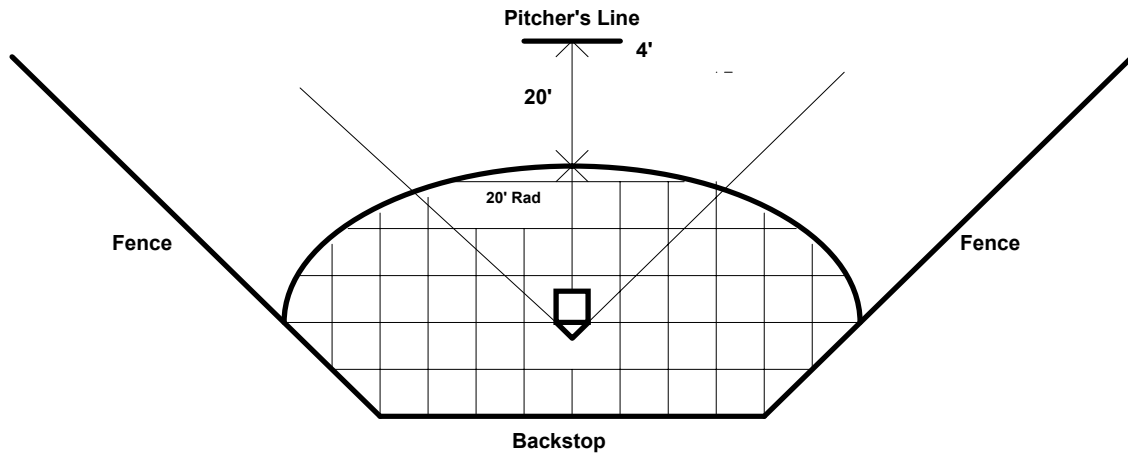


FIGURE 2

C. The “Pitchers Line” in T-Ball is the line labeled as shown in Figure 2.

## Article 3 - Rules Applicable to all PYO activities

### A. Demeanor and conduct of Coaches, Players and Guests

1. The use of alcoholic beverages, profane language, or misuse of equipment will not be tolerated. Violation shall be cause for immediate ejection from the premises and will be subject to further disciplinary action by the Executive Board. No game or practice shall continue until the offender or offenders have left. A batter will be called out if he/she throws the bat after one warning, per game, from the umpire.
2. No pets are permitted on PYO premises.
3. No persons, including, for example parents, siblings, coaches, and players, will be allowed in the Neutral Zone during play. If necessary, the umpire(s) shall call time to clear the Zone and play shall not continue until the Zone is cleared.  
Exceptions: a) The umpires may modify this Rule to accommodate local field conditions, but only for those directly affected. For example, if a players' bench is relocated because of water in the area of the permanent bench, then the players maybe located in a designated bench area in the Neutral Zone, if necessary. b) This rule does not prohibit coaches from performing their coaching functions within the Neutral Zone in T-Ball, as permitted by the T-Ball rule, nor with their coaching functions in Class D1 when the tee is in use (e.g., placing and retrieving the tee).
4. Heckling, intimidating, or harassing umpires, or opposing players, by anybody, including spectators and other players, will not be tolerated. If, at the discretion of the umpire, or the chief umpire if there is one, such infractions occur, the game will be halted, the managers will meet with the umpire(s), and the following actions will be taken. A warning will be issued to the manager of the offending team for the first violation. Upon the second warning, play will not resume until the offending party has left the premises. Failure to leave the premises will result in forfeit of the game, as will a third warning to the same team. A violator will be considered to have left the premises when they reach the parking lot of the premises.

NOTE: Warnings are cumulative to the team.

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5. Fighting by participants including players, managers, coaches, and other team personnel, will result in disciplinary action by the Executive Board and may include suspension of the participants for an appropriate period of time. Any striking or offensive touching of an umpire by a player, coach, or manager before, during, or after a game will result in a one year (calendar) automatic suspension.
6. Only the official manager, the designated coaches, and the participating players shall be allowed on the players' benches or on the playing field during the progress of an official game. Failure to comply with this Rule can result in forfeiture of the game by action of the umpire in charge.
7. Only the team's official manager or designated captain may address the umpire on any disputed play during the progress of the game.
8. The Baseball and Softball Coordinators each may require a manager or coach to sign a code of ethics agreement before or during the season. The managers and coaches will be expected to abide by that agreement.

### **B. Playing Fields**

1. In order to preserve the quality of the fields and to minimize maintenance, the Executive Board/PYO Grounds Supervisor will decide whether the fields are too wet or otherwise unsuitable to play on. When the red flag is flying from the flagpole, all fields are unsuitable for play. There shall be no play on unsuitable fields until the Grounds supervisor approves the use of that field. Managers, Coaches, and Players may not override the Supervisor's decision. The Grounds Supervisor will notify the league coordinators and the Umpire Coordinator as to the unfitness and subsequent fitness of the fields. League coordinators will contact the affected coaches. The home team manager has the responsibility for rescheduling canceled games and notifying the opposing team manager and the Umpire Coordinator of the new game date. The Umpire Coordinator shall not supply (or pay) umpires for play on fields which have been declared unsuitable for play.
2. Games shall have precedence over practices.
3. Home team coaches are responsible for notifying visiting team coaches in the event of a rain-out.
4. There are no on-deck circles. Therefore, for the safety of players, spectators, and others, all players in all leagues, including T-Ball and softball, shall remain on their bench until it is their turn at the plate. No practice swings with the bat shall be taken until the player is on the playing field by home plate or in a designated on-deck space inside a fenced area.
5. The home team shall be responsible for lining the field (except for the first game on Saturday at the PYO facility as the lining will be done by the grounds crew) and for providing the bases, home plate, pitcher's rubber and two (2) balls one new and one "like new".

### **C. Player Equipment**

1. The batter and the base runners must wear a double ear helmet while at the plate and while running the bases. Penalty for not wearing a helmet shall be that the player will be declared "out", when the player refuses to wear a helmet after being reminded by the umpire that the player is not wearing the proper headgear. Catchers are required to wear a chest protector, mask, throat guard, shin guards (optional for T-Ball), and protective headgear covering the top of the head, while catching behind the plate. It is recommended that all male catchers wear an athletic supporter with a cup. Any player warming up the pitcher before the game and between innings shall wear a catcher's mask. Refusal to do so after a reminder by the umpire shall result in the ejection of the offender.
2. Metal spikes are prohibited. Anyone detected wearing metal spikes will be given a chance to change. If he or she refuses, or is detected a second time, the player will be ejected from the game.
3. Approved bats are made of smooth wood, aluminum, magnesium or graphite-composite the diameter of which shall not exceed 2-3/4 inches. Aluminum bats (usually ultralite) with plastic end-caps will be permitted. No ceramic or experimental bats are allowed. To resolve any discrepancy regarding wood bats, follow National League rule defined in 1.10.
4. Approved pants should be solid white. Solid black or gray colors are also acceptable. Coaches of players not adhering to this rule will be subject to disciplinary action by the Executive Board.

**Special provisions cannot be guaranteed, to accommodate a team request for specific color shirts, year to year, because of the color pants purchased in the current or previous year. White pants are preferred and will work with all color shirts.**

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D. Player Eligibility

1. A player may play for only one PYO team per season (except as a substitute -- see Rule 4.H). There are no restrictions on the number of teams a player may play for outside of PYO: thus, a player may play for one PYO league team and one or more non-PYO league teams during a season.
2. Subject to the rules set forth in Article 10, PYO players may participate in "Tournament Teams" and Tournament games may be played at the PYO facilities.

## **Article 4 - T-Ball and Coach-Pitch Rules**

A. Rules Precedence

1. Except as modified by these Rules, the Official Baseball Rules (National Baseball Congress, Inc.) govern PYO play. Coaches and managers are *not* authorized to institute "special" rules without the specific written approval of the Executive Board. The procedure for changing these Rules is set forth in Article 9 below.
2. The PYO realizes that unusual or unforeseen circumstances may arise involving PYO rules and regulations, or the interpretation thereof. If such cases arise, the Executive Board will take the matter under advisement and any Board decision regarding the matter or interpretation shall be final.

B. Baseball Age Limits

CLASS	AGE LIMITATIONS
Coach Pitch*	Player must not turn 8 before April 30 <sup>th</sup> of the current year.
T-Ball*	Player must be 5 before April 1 <sup>st</sup> of the current year.

**\*Note:** T-Ball offered for both boys and girls, ages 5 and 6. Coach Pitch is offered at age 7. Youngsters must be five (5) before April 1<sup>st</sup> of the current year, and must not be eight (8) on or before April 30<sup>th</sup> of the current year (per Knothole Rules).

Exceptions to these age limitations must be approved by the Executive board. "Playing up" (i.e., a younger player playing in an older age class) is a parental election which must be approved by a member of the Executive Board at Registration. "Playing down" requires a written request from a parent or guardian and approval by the Executive Board. Requests to "play down" will only be considered if based on physical or mental impairment. Effective September 1, 1987, all players will be subject to this Rule on playing up and playing down, irrespective of their status prior to September 1, 1987.

All participants will be required to play within their age specific T-Ball / CP program, even if it requires them to play 2 or 3 years of T-Ball / CP. Individual exception may be granted for a child who can display competitive motor skills. (This individual usually has an older brother and participates with the older children in street pick-up game play in the neighborhood.) An officer of the organization must sign off on any exception, which is the practice at the Pisgah Youth Organization.

C. Legal Team

Desired team size is not less than eleven (11) or more than seventeen (17) players. Exceptions are permitted upon approval of the Baseball Commissioner. In all Classes, a game will be forfeited unless seven (7) players can be fielded at the scheduled game start time. After the game starts, seven (7) players constitute a legal team and unless seven (7) players can be fielded thereafter, the game shall be forfeited (See rule 4.H.2 for permitted substitutes from lower leagues).

D. The Regular Playing Season

The regular season (including PYO League tournament game, if any) will not begin before April 1 and will end prior to July 4. The specific beginning and end dates will be set each year by the Executive Board within these guidelines. All games must be completed within the regular season. Practices may begin at the coach's option - weather and field conditions permitting.

E. Pitching and Base Distances

CLASS	PITCHING	BASES
Coach-pitch	40 ft.	55 ft.
T-ball	40 ft. *	50 ft

*\*Point of plate to pitcher's rubber or pitcher's line.*

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## **F. Innings/Regulation Game**

1. Coach-Pitch 5 innings
2. T-Ball 5 innings

## **G. Starting Times**

1. Starting time of evening games is 6:30 p.m. Any other team having early practice must vacate the field by 5:45 PM. Saturday schedules shall be established by the Executive Board.
2. The home team shall have the field last for warm-ups (generally 6:10 to 6:20 p.m. on weekdays) unless the visiting team is not a PYO team. In those circumstances, to allow for travel time, the visiting team shall have the field last for warm-ups, unless the team managers agree otherwise.
3. Home team Manager must notify the visiting team and Umpire Coordinator of a canceled game as soon as possible. The Umpire will be notified by the Area Representative. Games can only be canceled due to adverse weather conditions.

## **H. Scorecards and Substitutes**

1. Before the game begins, the opposing team manager's must exchange their starting defensive lineups and their respective continuous offensive batting rotation. When a substitution is made, the manager making the substitution or the manager's scorekeeper must inform the other manager or the other team's scorekeeper of the change so that it can be recorded.
2. If a team is unable to field nine (9) of its regular roster players, it may pick up a maximum of three (3) substitute players from a lower league with the following limitations:
  - a. A pick up a player from the same or a higher league.
  - b. A Manager who desires to pick up a substitute player must have prior consent from the players' parents and there must not be any conflict with that players' regular team schedule.
  - c. Any substitute player must bat at the end of the batting order.
  - d. All substitute players must be identified to the opposing manager prior to the game.
  - e. A substitute player cannot play at the pitcher's position, catch, or play first base.
3. The home team score-book is the official scorebook.

## **J. Playing Time - Players**

1. Every player must play in every game, and must satisfy the minimum playing requirements within the scheduled regulation game (extra innings do not count toward fulfilling this requirement). During the game, free substitutes shall be allowed in each division. No single player will play one position for more than two innings in any single game. No offensive substitution shall be allowed during an inning unless for injury, illness, or disciplinary reasons. A substituted player must satisfy the minimum playing requirements (as stated above), unless for injury, illness, or disciplinary reasons. A player ejected by the umpire for disciplinary reasons shall not bat in their normal rotation. However, their turn shall be counted as a mandatory out. A player leaving the game for any other reason, including removal by a coach for disciplinary reasons, shall be skipped over to the next batter in the order, without penalty, in any Class, after notifying the umpire. Once the umpire has been notified of a player leaving the game, said player shall not re-enter the game.
2. Defensively: Prior to the beginning of the last scheduled inning each player must play defensively at least two (2) full innings in games of 5 innings or less.
3. Offensively: All players on each team will bat in a continuous rotation during the entire length of the game. A player cannot be taken out of the batting rotation except for injury, illness, or disciplinary reasons. If a player is being benched for disciplinary reasons, by a coach, the opposing team manager and umpire must be notified before the game starts. The umpire will document this fact on his card. If a player is benched by a coach, arrives late (more than 15 minutes after scheduled starting time) becomes sick, or is injured during the game, that player may be withheld from the game without penalty in any Class.

## **K. Playing Time - Games**

1. The umpire shall record the game start time on his official game scorecard. After the game has begun, the umpire in charge is the sole judge as to when play shall be suspended (interrupted) or terminated because of unsuitable weather conditions, such as lightning in the immediate area, unfit field conditions, or darkness. Suspension time shall count against time limits, unless there is no game following. Any game suspended, or terminated, as a result of an umpire's decision is an incomplete game, unless it is an official game, and shall be played to completion per Rule 4.M.

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## L. Extra Innings

1. Any game timed after five innings will be considered a tie – no extra innings will be played.

## M. Incomplete/Official Games

1. Any game terminated by the umpire(s) because of rain, lightning, or darkness shall be considered an official game if the losing team has had four (4) complete at-bats in Coach-pitch or T-ball. If the game is terminated *after* fulfillment of these requirements, then it must be terminated as of the end of the last completed inning so that both teams have had equal opportunity at bat, unless the game is terminated in the bottom half of the inning with the home team winning.

If the game is terminated *prior* to fulfillment of these requirements, it will be completed (the “completion segment”) at a later date from the same point in the game at which it was stopped. All rules, including those concerning player participation and eligibility, shall carry over to the completion segment. The home team manager is responsible for scheduling the completion segment and notifying the Umpire Coordinator of the date. Whenever practical, games played under this Rule 4.M shall be played to completion.

2. A team that wins a game (an official game) must satisfy the requirements of Rule 4.J or else it shall forfeit the game. Rule 4.J does not apply to games terminated by the umpire because of rain, lightning, or darkness under Rule 4.M (unless it is an official game).

## N. Bases

1. First, second, and third bases will be sliding bases (i.e., will not be tied down). Home plate will be of heavy rubber construction and also will not be tied down.

## O. Sliding Base Rule

1. When sliding, the runner shall remain on the ground until the umpire call time. If the player gets up and makes an attempt to advance to the next base before the umpire calls time, the runner will be called OUT if tagged and not standing on the original spot of the base.
2. If the player gets up and makes an attempt to find the original spot, which the base occupied, but is, in the judgement of the umpire not trying to advance, the runner shall not be in jeopardy.

## P. Plowing Over Catcher/Basemen and blocking Bases

1. A fielder or catcher who has the ball in glove or hand and is waiting to make the tag may stand in the baseline and a runner who does not slide or attempt to get around that fielder or catcher is OUT.
2. No fielder, including the catcher, may block any base while waiting for a throw. If an umpire determines that a fielder or catcher has blocked a base without the ball in hand or glove, the runner shall be awarded that base.
3. **Players are to avoid collisions at all costs.** If there is a play made on a base runner going into a base, then he or she must slide or avoid a collision. The exception is a hitter running to first base does not have to slide. A player, who, in the judgment of the umpire, deliberately plows into a catcher or any fielder, shall be ejected from that game by the umpire.
4. **FAKE TAG – No defensive player may make a tag attempt on a base runner if that defensive player does not have the ball in his possession. This is to ensure the safety of the base runners by eliminating unnecessary slides that my result in injuries to the base runner. The penalty for infraction of this rule is that the base runner will be declared “Safe” and the offender may be ejected from the game.**

## Q. Protests

1. No protests will be allowed in Coach-Pitch or T-Ball.

## R. Rescheduling Games

1. With the approval of the League Coordinator, who will consider the availability of fields, any game may be rescheduled by the coaches, but it must be done no less than seven (7) days prior to the scheduled game time. The home team manager has the responsibility for timely notifying the Umpire Coordinator of the cancellation and of the new game date. Games may only be rescheduled in accordance with this 7-day rule or for rain-outs or fields in an unplayable condition per Rule 4.M.

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## S. Rules common to Coach-pitch and T-ball

1. A batter will be called out if he/she throws the bat after one warning, per game, from the umpire.
2. It will be an automatic out if a base coach touches a base runner while the ball is in play.
3. Leadoffs are not permitted. The runner cannot leave the base until the ball is hit. After one warning from the umpire, a runner or runners will be called out for taking a leadoff or leaving the base before the ball is hit.
4. Stealing is not allowed. There will be only one warning per player per game. A player, who, after being warned once, attempts to steal, will be called out.
5. Whenever a ball enters the Dead Zone, and is controlled by a defensive player in either hand or glove, the play is dead and the runner(s) shall return to the base(s) last touched. The only exception to this Rule shall be for a runner proceeding from third to home who has passed third prior to the ball entering the Dead Zone - that runner may either score, be tagged out, or return to third, all at the runner's own risk. If the ball is thrown out of play without entering the Dead Zone, the runner(s) will be awarded bases per the official Baseball Rules.
6. A defensive team will consist of ten (10) players of which four (4) must be outfielders positioned at equal outfield depth. Outfielders shall also be positioned a minimum of six (6) player steps into the outfield grass. In other words, outfielders are not to be positioned in the infield. Only if nine (9) players are available, may a (3) three-member outfield be used. If only eight (8) players are available, a team will play without the catching position and have the pitcher cover the dead zone after the ball is put in play. If only seven (7) players are available, a team will play without the catching position and the pitching position. In this case the 1<sup>st</sup> baseman or other infielder would cover the dead zone after a ball is put into play.
7. Until the ball is hit, the pitcher must have both feet in contact with the Pitcher's Line (or rubber) and infielders must play a minimum of forty-five feet (45') from home plate. Play will be stopped by the umpire until the defensive team complies.
8. No bunting is allowed. A ball is foul unless it passes beyond the Dead Zone. Any hit ball that travels beyond the Dead Zone in fair territory is a fair ball whether hit cleanly off the tee or not. If a player plays the ball on the ground within the Zone, the ball is foul. If the ball is caught on the fly within the Zone, the batter is out.
9. Two (2) defensive coaches will be permitted on the playing field while their team is on defense. These coaches must position themselves beyond the base paths in the playing field. These coaches cannot physically position the players when the ball is in play. Once the ball is put in the play, the defensive coaches cannot impair the progress of the game. If a defensive coach makes contact with a ball in play, or touches any defensive player or touches or interferes with an offensive player when the ball is in play, the batter will be awarded a home run.
10. **Collisions with the tee must be avoided at all times. It is the designated coach's responsibility to remove the tee immediately after ball is struck and either hold it or set it in a safe place until play is over.** In order to avoid collisions with the Tee at the plate, and to encourage proper hitting, the batting tee is positioned in front of, or slightly on top of home plate in reverse direction.



## Article 6– Special Rules – Coach-pitch

- A. If the league cannot provide an umpire due to a shortage of umpires then, in class Coach-pitch, the Home team shall provide an umpire who may be the Head Coach, an Assistant Coach, or another parent. Said umpire shall be knowledgeable of all PYO rules, particularly the rules governing Coach-pitch. The umpire shall be charged with the enforcement of said rules for the safety and instructional quality of the game for the children. The umpire shall dress in appropriate attire (umpire shirt, hat, pants or shorts), and shall perform umpiring duties in a manner in which will be instructional and educational to team participants.
- B. In Coach-pitch, no new inning may start after (1:45) one hour forty-five minutes, unless the score is tied and game is not a complete game by definition in Article 4.M. If not a complete game, one (1) more inning will be played. If the game is still tied after that inning, the game ends in a tie.
- C. In Coach-pitch, the Head Coach or Assistant Coach, or someone designated by the Head Coach, shall pitch (3) three pitches, and only three pitches - irrespective of the “goodness” of each pitch, to each of the batters entitled to come to the plate. If said batter hits the pitched ball, play shall proceed according to all of the rules. If the batter does not hit the pitched ball after three pitches, he or she shall proceed to hit from the tee with a zero pitch count.

In Class Coach Pitch games, walks are prohibited. If after three attempts to hit the Coach-pitched ball, the ball should be placed on the batting tee and the batter shall bat from the tee by taking a full swing at the ball. (A strike out is permitted only if the batter clearly misses the tee and ball on the third strike). When the tee is in use, the pitcher, much remain in

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contact with the pitching rubber until the ball is hit. When the tee is in use, the catcher should stand **opposite** the batter and against the backstop (i.e., **right-handed batter, catcher stands on the 1<sup>st</sup> base side of backstop; left-handed batter, catcher stands on 3<sup>rd</sup> base side of backstop**), and must be wearing all gear in its proper position. **The batter-runner may not advance beyond 2<sup>nd</sup> base on any fair ball hit from the tee, unless the ball is hit over a designated outfield fence. In such case, the batter will be awarded a home run. (Exception: This two (2) base limitation does not apply to the ninth (9<sup>th</sup>) batter. All other base runners may advance at their own risk, without limitation.)**

- D. In Coach Pitch (CP) games, an inning will consist of nine (9) batters or three (3) outs. When the ninth (9th) batter comes to bat, there are automatically two (2) outs. Play on the last batter is over when a defensive player in secure possession of the ball, in either hand or glove, **tags home plate** or tags a runner attempting to advance. Coaches at this level of competition should not encourage players to just keep running no matter what on a batted ball by the last batter, that is stopped in the infield, as this could result in a player injury. Coaches need to be responsible and are required to stop all runners who have not passed third base prior to the ball entering the dead zone on any play, including the play on the last batter. When the play on the last batter is over, the inning is over.
- E. In Class Coach-pitch, the Player-Pitcher shall position himself or herself directly (within 1 foot) to the left or right of pitching rubber when the Pitcher-Coach is pitching. If the Pitcher-Coach is not pitching, then the Pitcher-Coach shall position himself or herself directly 3 feet behind the Player-Pitcher, who shall be in position with both feet in contact with the pitching rubber.
- F. If a batted ball touches the pitcher-coach working in the infield, before it has bounded past, over, or touched the player-pitcher or any other fielder, it is a dead ball, and all runners must return to the last base legally occupied. The batter-runner shall return to the plate and bat again with the same pitch count as before the batted ball was declared dead.
- G. If a batted ball is deflected by a fielder in fair territory and hits the pitcher-coach while still in flight, and then caught by a fielder, it shall not be a catch but the ball shall remain in play.
- H. In Coach-pitch, for the safety of the players, the league will use the Rawlings Official T-ball with synthetic leather cover and sponge center, or an equivalent ball.

### **Article 7 - Special Instructional (T-Ball) Rules**

- A. In class T-ball, the Home Team shall provide an umpire who may be the Head Coach, an Assistant Coach, or another parent. Said umpire shall be knowledgeable of all PYO rules, particularly the rules governing T-Ball. The umpire shall be charged with the enforcement of said rules for the safety and instructional quality of the game for the children. The umpire shall perform umpiring duties in a manner in which will be instructional and educational to team participants.
- B. In T-ball, sliding is not allowed. There will be only one warning per player per game. A player, who, after being warned once, attempts to slide, will be called out.
- C. In T-ball, no new inning may start after (1:30) one hour thirty minutes. If there is no game following, the (1:30) one hour thirty minute time limit shall not apply and the game shall be played to completion.
- D. Until the ball is hit, the pitcher must have both feet in contact with the Pitcher's Line (or rubber) and infielders must play a minimum of forty-five feet (45') from home plate. The umpire will stop play until the defensive team complies.
- E. In T-ball, on a third strike, a strikeout will only occur when the batter misses the tee and the ball. The manager is responsible for checking and adjusting the height of the tee for each of the batters.
- F. In T-Ball games, an inning will consist of all batters having a turn at bat (i.e., if one team has 9 players, they will bat 9 players and if the other team has 10 players, they will bat 10 players). **(Note: This rule will be effective starting with the 2006 season, and will be reviewed on an annual basis by the Executive Board.)** When the last batter comes to bat, there are automatically two (2) outs. Play on the last batter is over when a defensive player in secure possession of the ball, in either hand or glove, **tags home plate** or tags a runner attempting to advance. Coaches at this level of competition should not encourage players to just keep running no matter what on a batted ball by the last batter, that is stopped in the infield, as this could result in a player injury. Coaches need to be responsible and are required to stop all runners who have not passed third base prior to the ball entering the dead zone on any play, including the play on the last batter. When the play on the last batter is over, the inning is over.

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**In T-Ball, a batter-runner that hits a fair ball that does not travel past an infielder (not including the pitcher) may not advance past 1<sup>st</sup> base. Any runners on base when a batter hits a ball that does not travel past an infielder (not including the pitcher) may at their own risk advance a maximum of two (2) bases. The batter-runner may not advance beyond 2<sup>nd</sup> base on any fair ball that travels beyond an infielder (not including the pitcher) unless the ball is hit over a designated outfield fence. In such case, the batter will be awarded a home run. All other base runners may advance at their own risk, without limitation on any ball hit beyond an infielder (not including the pitcher). (Exception: This two (2) base limitation does not apply to the last batter.)**

- G. Commencing with the 1990 season, only a “safety baseball” (i.e., IncrediBall or equivalent type “rag-ball”) shall be used in T-Ball. The T-Ball Commissioner and the Baseball Commissioner, with the advice and consent of the PYO President, shall determine which brand of ball will be purchased for PYO play.

### **Article 9 - Rule Changes**

- A. Persons wishing to institute “special rule” (a waiver or modification of these Rules for fewer than all Classes and for 1 season or less) or make permanent modifications to these Rules must proceed as follows:
1. Deliver to the President a written copy of the special rule, new Rule, or notified Rule one (1) week before the next regular business meeting. This may be done, for example, by providing the President with a copy of the existing Rules “marked up” to show the proposed change.
  2. Appear at the next regular business meeting and read the proposed special rule or modification, explaining the need or basis for the proposed special rule or modification, and provide an indication of the level of support for the proposal.
- B. Thereafter, at that meeting, the President will ask for comments from the floor and may take a non-binding vote on the proposal.
- C. The President may then elect to have the Executive Board vote on the proposed modification at that meeting or may refer it to the Executive Board for further study. A majority vote of the Board is required for approval. If the Board vote is a tie, the Baseball Commissioner shall cast the deciding vote.
- D. If referred to the Executive Board, the Board shall render its decision within one week and communicate its decision to the proponent promptly. The decision of the Board will be announced at the next regular business meeting.