



Youth T-Ball/Coach Pitch/Machine Pitch Baseball Rules

I. League Description

Pleasant Dale Park District Youth T-Ball/Coach Pitch/Machine Pitch Baseball is a recreational league designed to provide participants with a safe, fun environment in which to learn and play the game of baseball. This league is designed to be instructional and help teach children the rules of the sport and also many other life lessons that can be learned from a team sport environment. Our league is intended to keep our children active and engaged. The coaches should enforce the PDPD values of fair play, sportsmanship, and teamwork.

II. Teams / Rosters

1. All team rosters are created and maintained by the Pleasant Dale Park District Athletics Staff.
2. All T-Ball/Coach Pitch/Machine Pitch Baseball teams shall have a roster of between 8 and 13 players, based on enrollment in the program.

III. Schedules

1. Game schedules will be created and maintained by the PDPD staff.
2. The season shall consist of 1 week of practice, followed by 7 weeks of games. Each team shall have 2 scheduled days of activity each week. Therefore, each team shall have 8 scheduled practices and 7 scheduled games.
3. All games are played on Saturdays. Practices timeslots will be scheduled Monday-Friday 4:00-7:00pm.
4. All games will be played at the Walker Park baseball fields. T-Ball will play on the North Field, Coach Pitch will play on East Field. Machine Pitch baseball leagues will play on the Little League field.

IV. Game/Practice Format

1. All practices and games shall have one hour allowed for completion. Games shall consist of as many innings as can be completed in that time frame.
2. For practice, two teams may be scheduled at each field. One team shall use the infield for the first half hour of practice and the other team shall use the outfield area. At the half hour mark teams should switch locations.
3. No new inning of play shall begin after an hour from the scheduled start time. At an hour all games should stop immediately.

V. Playing Rules

1. General Rules (All age groups)
 - A. All players on the team shall be in the field during the defensive half of the inning for their team. Please fill all infield positions with one player (1st base, 2nd base, short stop, 3rd base and pitcher). The remaining players should be spread out in the outfield area of the field. Coaches are asked to rotate positions each inning.
 - B. There shall be a continuous batting order for each team. Coaches should make a line-up consisting of each player that is present on game day. Coaches should rotate the batting order from game to game.
2. T-Ball League
 - A. Prek-Kinder
 - B. All participants will hit off of the batting tee for the duration of the season. Players will take as many swings as necessary to hit the ball in fair territory.
 - C. In each half inning, everyone on the team bats through the batting order. There are no outs.
 - D. Ball must go past the 10-foot line (pitching circle).
 - E. Bases will be 50' apart.
 - F. No lead offs or stealing will be permitted.
3. Coach Pitch League
 - A. 1st-2nd
 - B. Players will be allowed five swings by coach pitch before the coach will assist the batter with a batting tee.
 - C. In each half inning, everyone on the team bats through the batting order. There are no outs.

- D. Ball must go past the 10-foot line (pitching circle).
 - E. Bases will be 60' apart.
 - F. No lead offs or stealing will be permitted.
 - G. Coaches are required to pitch and to be on the field with the players.
4. Machine Pitch Baseball League
- A. 3rd-4th
 - B. An inning will consist of three outs by the defense (or until the team bats through the batting order).
 - C. Each batter gets three strikes per out or 5 pitches, whichever comes first. Batters are NOT out on a foul ball on strike three.
 - D. Games will be played using a pitching machine (no walks).
 - E. Bases will be 60' apart.
 - F. No lead offs or stealing will be permitted.
 - G. Coaches are required to feed pitching machine during the game.

VI. Equipment

1. Players will receive a t-shirt & medal
2. Practice/Game Equipment: Helmets, Bats, Balls, First-Aid Kit, Batting Tee, Pitching Net (Machine Pitch), Pitching Machine (Machine Pitch).
3. Participants should bring their own glove.
4. Helmets will be provided. Hats must be worn under PDPD helmets.
5. Players are allowed to wear molded rubber cleats or gym shoes. Screw-in or metal cleats are not allowed.
6. All bats must be either Official Tee Ball or Official Little League approved bats.

