

Dublin Youth Athletics Recreational Softball: Coach Pitch/Tee-Ball League (K-2nd Grade)
Game Day Guidelines

Batting and Base Running

- 1. All players in attendance will bat each half inning.**
 - a. Defensive outs should be observed by coaches to educate the players, but the half inning will **not end with three outs**. The half inning will end only after all offensive players have a plate appearance.
 - i. Coaches' discretion: Early in the season, if coaches mutually agree to keep runners on base regardless of if an 'out' is observed, that's fine. Keeping runners on base early in the season can help players work on base running skills, and later in the season it can move to removing players from base when an 'out' is observed.
 - b. Coaches' discretion: Batting order can change each inning or remain the same for the entire game. Try to change the batting order each game if the order does not change each inning.
 - c. The last batter every half inning should be announced to the defensive team so everyone is aware.
 - d. **REMIND BATTERS TO DROP THE BAT STRAIGHT DOWN AND NOT THROW IT AFTER HITTING**
- 2. Coaches should pitch 5-6 balls to each batter before bringing out the tee.**
 - a. Make sure to give tips and coaching during the plate appearance — don't let players struggle. It is better to limit the number of pitches thrown while giving more instruction than to throw too many pitches to a struggling batter that isn't getting coached.
- 3. If a batter hits a ball through the infield and into the outfield, they should be encouraged to treat it as a double and take second base.**
 - a. All other hits should be regarded as a single, and all base runners should advance one base a time.

Fielding

- 1. Defensive players should be placed in traditional softball positions rotate every inning.**
 - a. One player near the coach-pitcher (behind the coach-pitcher for safety)
 - i. Encourage players to wear a fielder's mask and remind them to pay attention as they get a lot of fielding work.
 - b. Four infielders
 - i. Encourage the first baseman to wear a fielder's mask (not required)
 - c. One catcher [when numbers allow]
 - i. Catcher must wear protective gear. The primary reason is thrown bats, not foul balls. Catchers may wear a batter's helmet with a face shield if the catcher's helmet doesn't fit.
 - d. Outfielders lined up **behind** the infielders [when numbers allow]
 - i. The point of outfielders in coach pitch isn't to catch fly balls (there aren't many, if any at all), it's to educate them on what they'll see as they progress, and it's to make batting more fun. It's no fun to bat into an 11-player infield.
 - ii. Outfielders don't need to be lined up in the outfield grass at this age level, just keep them somewhere behind the infielders.
- 2. Coaches should be constantly talking to the infielders about where the correct throw is each play.**
 - a. Defensive coaches are encouraged to spread out in the field to coach and educate during the games. Encourage the fielders to make the best throw, tag the easiest base, or tag a runner on each play even if the runner has already reached the base. It all helps players form good habits on defense from an early age. Players pick this information up quickly and will be telling you where the correct play is by the end of the year if you start this habit early.

Game Procedures

1. Games will consist of a maximum of 7 innings. Time limit: No new inning starts after 1 hour 15 minutes from the scheduled start time with a hard stop of 1 hour 30 minutes.
2. The home team (green jerseys) will sit on the first base side. The visiting team will sit on the third base side.