Sunrise Optimist Rule Amendments: 2017 Season

Coach Pitch*, Grades 2-3:

*Possibility that a machine may be available if coaches wish to use it. No promises—subject to machine and volunteer availability. This is an evolving topic.

This is a game. These are kids. The coaches volunteer. The umpires are human.

*No metal cleats for any age! *

Emphasis: Pace of play

- 6 pitches per batter
- If last pitch is foul, get one more attempt, if that attempt is foul, the batter is retired.
- All present players are in the batting lineup at all times. Play only 9 in the field.
- Half inning = 3 outs OR team bats around ONCE if 3 outs are not achieved. Please keep track of outs. If you play the game as much like a real game as possible, it's more fun for the players and keeps the game moving. Encourage the players to make defensive plays and reward them for it. If a player is out, he goes to the dugout.
- The defensive team may have a coach on the field to help position players.
- Please teach your players to slide. Players will be expected to slide any time there is a play at 2nd, 3rd or home. Collisions caused by failure to slide will result in the runner being automatically out. This isn't just a kid's things. Major League Baseball has cracked down on collisions. Might as well start now.
- No new inning should start past the 50-minute mark (6:50 or 8:05).

• NO SCORE WILL BE KEPT

- Do not send a hitter/runner more than one or two bases on a hit/error. We are still an instructional league.
- No leadoffs, no stealing. The runner may leave the base only after a ball is struck.
- Please make sure bats are not being thrown after hits. One warning then the batter is out.
- No umpires will be used. Coaches from both times will conspire to call players out or safe. Use good sportsmanship. Site supervisor will be there to handle any issues that may arise.
- It is on you, as coaches, to keep the game moving and to practice good sportsmanship.
- If an issue arises, ask questions.