



Pitching Machine Guide for Parents and Coaches

Expectations

The Pitching Machine League is for 6 & 7 year olds is a fun league meant to build skills. Scores are not kept. All teams practice good sportsmanship and fair play.

Required Equipment

All participants are required to have a glove. Sunscreen, shorts or pants, and a good pair of athletic shoes are recommended (no open toed shoes or sandals). Helmets and bats are provided by the Park and Recreation Department.

Coaches

All coaches are volunteers. Be patient, ask the coach if they need help, or offer assistance by helping keep kids on the sidelines or organizing a snack schedule (optional). If you are interested in coaching, please contact us. There is one head coach and one assistant coach per team.

Officiating

There are no umpires in this league. The coaches will have the final decision on plays or calls.

Teams

We will do our best to evenly distribute ages across all the teams, but please understand that in an effort to offer the program to as many youth as possible, some teams may have more of one age group than others.

Practices

Additional practices are not required, but may be scheduled by your coach.

Schedules

Schedules can be found on our website after registrations have been finalized: www.antigo-city.org

Snacks

Snacks are optional and not required to be provided by coaches or parents.

Pictures

Coaches may schedule a day for parents to bring their cameras and take a group shot and individual photos. This may be before or after a game.

Weather Cancellations

Coaches are responsible for notifying players of cancellations due to poor weather conditions or anticipated poor weather conditions. Games will not be played if there is lightning, or any type of weather warning. If field conditions are wet games may be cancelled due to safety concerns. It is also the coaches responsibility to schedule make-up games and notify parents.

Complaints

If you have a complaint about the league or facilities please contact the park and recreation department. If you have a complaint about a coach please first make the coach aware of your concern. If you feel your concern has not been addressed please contact the park and recreation department. You as the parent always have the right to remove your child from play if you are concerned for their safety or well-being.

City of Antigo
Park and Recreation Department
700 Edison Street • Antigo, WI 54409
715.623.3633 extension-150/131
www.antigo-city.org





Pitching Machine League

RULES OF PLAY

Teams:

1. Age of players: 6-7 (as of August 31 of the current calendar year).
2. A maximum of 15 children may play at one time. Note: A limit of 7 players on the infield.

Equipment:

1. Yellowed dimpled pitching machine balls will be used.
2. All catchers must wear full catching gear
3. No metal cleats are allowed
4. All batters and runners must wear a protective helmet.
5. Pitching Machines will be set at 45 mph

General Rules:

1. Any ball that hits the pitching machine is considered a dead ball.
2. All players must be behind the pitcher (coach) until the ball is hit.
3. There are no walks.
4. Each player will be given 5 pitches; if they do not have a hit in 5 pitches they are out unless they foul the ball on the 5th pitch, and then they will be allowed another pitch.
5. The ball must travel 10 feet, or it is a foul.
6. No stealing. Player stays on the base until the ball is hit.
7. An inning is over when all the players have batted once.
8. Standard game is two innings or 50 minutes.
9. Scores are not kept.
10. No sliding headfirst unless returning to a base.
11. You may put in a courtesy runner for the catcher after 2 outs. The courtesy runner must be a player off the bench.

Keep in mind Coach Pitch League is about creating positive experiences for the players and parents. The focus is not about the final score, but instead about building skills and having fun.

Coach Tips

First base: Show where 1st baseperson is to stand when no runner is on base and when one is on the base. Practice fielding plays; ball thrown to 1B by infielders.

Second base: Position player in place, anticipating action. Practice fielding plays; such as, tagging a runner out.

Shortstops: Show positions: one between 1B and 2B; the other between 2B and 3B. Practice action; such as, fielding balls and throwing to 1B or 2B for an out.

Third base: Show position, anticipating action. Practice action; such as, player diving to knock down ball.

Pitcher: [Stands in pitcher's area but acts as an infielder.] Practice action; such as, fielding ball and throwing to 1B.

General infield activity: Staying behind pitcher until the ball is hit. Catching short fly balls. Field balls and throwing to a base or to home plate. Tagging runners on the basepath. Relaying a ball from an outfielder to a base; to the catcher at home plate.

Outfielders [there may be five or more]: Position players. Practice catching fly balls in a crowd. "I've got it" Practice catching ground balls and throwing to infield. Have one outfielder receive relay from another and throwing to an infielder.

Batter: Give basic hitting instructions. Practice hitting ball, then dropping bat properly and running to first.

Base Runners: Instruct actions at 1B [Coach at 1B signals to run past base or to turn and go on to 2B] Instruct that forced runner on base must advance. non-forced runner can hold position on base. player on base watch what next batter does; where the ball goes. Instruct sliding.

Bench: Team sits in batting order, encouraging the batter. Coach talks to team: Listen for instructions. Play fair; follow the rules. Have fun.

Coach talking to team, after the game: Summarize team's activity. Specifics, not generalities. Recognize progress. Note any humorous thing that happened. No public criticism; as necessary, take player aside. What's next [practice at home, next team practice and game schedule; tell parents] Other comments, as appropriate.