



WARREN  
SPORTS LEAGUES

# COACH HANDBOOK BASEBALL 2023

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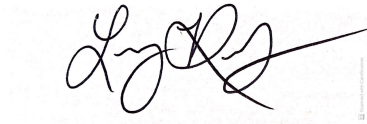
Thank you for your interest in serving with Warren Sports Leagues at Warren Baptist Church.

Our mission for WSL is to advance the Gospel through the discovery of Jesus through sports. Coaching is a valuable aspect of this mission, and with your help, we pray that God will use this program to not only improve the athletic abilities of players, but also their heart towards others and the Lord.

Billy Graham once said. "A coach will impact more people in one year than the average person will in an entire lifetime." Coaching with WSL gives volunteers an opportunity to have an impact on players that echos into eternity. A WSL coach should be someone who has strong teaching skills, lives their life in accordance with the teachings of Jesus, and most importantly, someone who is eager to share the gospel. Our aim is that players will walk away at the end of a season with a love for the sport, but most importantly, with salvation through Jesus Christ and new growth in emotional and spiritual maturity.

Gratefully,

Lorenzo Rodgers  
Director of Community Sports  
Warren Baptist Church | Augusta

A handwritten signature in black ink, appearing to read 'Lorenzo Rodgers', is written over a faint, light-colored rectangular stamp. The signature is fluid and cursive.A close-up photograph of a baseball with orange stitching, held by a hand. The image is warm-toned and serves as a background for the bottom section of the page.

WELCOME TO THE TEAM, COACH.

**Honor Christ**

Honoring Christ is defined as respecting and serving others as Christ would.

**Be a leader**

Each coach has been entrusted with a team of young athletes. It is your job to lead them in a Christ-like manner for the duration of the season. This includes leading and teaching at practices and games.

**Knowledge of rules**

Every head and assistant coach for every team should have a full and complete understanding of league and division specific rules.

**Self-control**

Every coach must maintain emotions and frustrations at practice and at games. Yelling at players, referees, fans and league officials in a disrespectful and demeaning way is never permitted and does not honor Christ or reflect that of a leader.

**Participation fairness**

Outlined in the rules below. Coaches must ensure that every athlete gets equal opportunity at practice to grow and develop their skills and must receive a fair opportunity to participate in each game or match.

**Communication**

Coaches are required to communicate with league officials, parents and athletes. Communicate with parents and league officials about tardiness, cancelations and/or changes in schedule.

**Prepared**

Coaches are to be prepared for practice and games. This is defined as the following: have a plan and schedule for practice each week; know and understand the game schedule, locations and times; have a lineup and sub situation method ready for games; wear proper attire for games and practice.

**Practice**

Coaches are to have a plan ready before practice. Drills and skill emphasis should be thought of and planned out ahead of practice. Devotions are a key component to practices and are required to be completed each week. Warren staff will provide coaches the devotion material weekly along with resources for effective drills that are age appropriate.

***Weather Cancellation Policy***

Warren Sports League staff reserves the right to cancel practice as we determine the need based on weather predictions, forecast and radar projections. Cancellations are to be determined and communicated by no less than one hour prior to the first practice or game by staff.

Coaches reserve the right to cancel their practice as they determine necessary for their team. Coaches must communicate to league officials of any cancelation of practices.

***Referees/Umpires***

Referees are the on field/court authority of the game. Referees are to wear referee uniforms designated for that sport. Referees are to arrive 15 minutes prior to their first assigned game or match. Referees are scheduled at least one week in advance; two is preferred.

## GENERAL

50 feet base paths.

**Foul zone-** a 10-foot arc will be painted from the first base line to the third base line drawn from the back of home plate. The ball must past this line to be fair. If it doesn't it will be a foul ball.

**Mid-point base lines** – A mid-point line (six feet long) will be drawn between first and second base, second and third base, and third base and home plate. These lines will assist the umpire in determining which base to award a base runner when time is called.

A regulation game is **three innings** or **60 minutes**. No new inning starts after 50 minutes.

Score is not kept.

Coaches serve as umpires. The infield coach for the defense will serve as the base umpire and the hitting coach for the offense will serve as the plate umpire

A continuous batting order, including all players on the team roster who are present, will be used. **Each player will bat once per inning.** No hitters will bat twice in an inning. The last batter is treated no differently from previous batters. Play will stop when an out is recorded or when time is called by the defensive team

After three outs, the bases should be cleared, and the number of outs returns to zero.

Play stops when a defensive player has possession of the ball in the infield and calls time. The defensive player with the ball must be standing within the base line or closer to home plate. A coach-umpire will use the mid-point base lines to determine where to place the runners once time is called.

## OFFENSE

The ball is hit off a batting tee.

A batter will have four attempts to hit a fair ball. After four attempts, an out is recorded, and the next batter will bat.

A struck ball must travel beyond the 10-foot foul zone to be ruled a fair ball.

The tee should be removed by the hitting coach when there is any possibility of the tee interfering with a base runner or a throw to home plate

No bunting or half-swings.

No leading off or stealing.

Base runners can't advance on overthrows made to a base.

The offensive team is allowed three coaches on the field: hitting coach, first base coach, and third base coach.

## DEFENSE

A defensive unit will consist of a catcher, pitcher, four infielders, and four outfielders. If only nine players are present, a team will play defense with three outfielders. If only eight players are present, a team will play defense without a catcher

The pitcher must keep one foot on the pitcher's rubber until the ball is hit.

The defensive team is allowed three coaches on the field to help keep players in position.



**GENERAL**

60 feet base paths.

**Foul zone** - a 10-foot arc will be painted from the first base line to the third base line drawn from the back of home plate. The ball must past this line to be fair. If it doesn't it will be a foul ball.

**Coach Pitching line** - 40 feet.

**Mid-point base lines** – A mid-point line (six feet long) will be drawn between first and second base, second and third base, and third base and home plate. These lines will assist the umpire in determining which base to award a base runner when time is called.

A regulation game is five innings or **1 hour and 15 minutes**. No new inning starts after 65 minutes.

The umpire will be responsible for counting pitches and for calls at each base.

Each batter will receive six pitches. If the batter fouls off the sixth pitch or subsequent pitches, he shall receive an additional "last pitch". If the batter swings and misses the "last pitch" or fails to swing, he is out.

A team will bat until **three outs** are recorded or after batting a **maximum of 10 players**, whichever comes first. If a team has fewer than 10 players present, the maximum number of players that can bat in a half-inning will equal the number of players present. When the final batter comes to the plate in adherence with the maximum number of batter's rule, there will be automatically two outs. He is treated no differently from previous batters, as play will stop when an out is recorded or when time is called by the defensive team. Reminder: The offensive team must alert the umpire and opposing team when the last batter steps to the plate.

Play stops when a defensive player has possession of the ball in the infield and calls time OR in the pitcher's circle and calls time and when any and all base runners choose not to advance. The objective is for the infielder to stop the progression of any and all base runners.

the ball must be standing within the baseline or closer to home plate. The umpires will use the mid-point base lines to determine where to place the runners once time is called.

If the pitcher fields a ground ball and intentionally stops play by calling time before making a play on a runner, any runners forced to run may advance one base.

The defensive team is allowed one coach on the field. The coach must stand in the outfield, no closer than the outfield restraining lines.

**OFFENSE**

The coach/pitcher must pitch (either standing or on one knee) somewhere between the coach pitching line and the foul zone line. The coach/pitcher must throw the pitch overhand and as flat as possible.

A struck ball must travel beyond the 10-foot foul zone to be ruled a fair ball.

A batted ball that hits the coach/pitcher will be ruled a dead ball and a no pitch.

If a ball hits the defensive coach who is standing on the playing field, the ball is ruled dead and all base runners will be granted one extra base.

No bunting or half swings.

A base runner can't lead off or steal a base. The base runner must stay on the base until the ball is hit.

Base runners can advance one base at their own risk on all overthrows

The offensive team is allowed three coaches on the field: coach/pitcher, first base coach, and a third base coach.

**DEFENSE**

A defensive unit will consist of a catcher, pitcher, four infielders, and four outfielders. If only nine players are present, a team will play defense with three outfielders.

The player/pitcher must have at least one foot inside the pitching circle when the ball is hit.

The catcher must be in a squatted position well behind the batter and wear a helmet with a face mask.

**GENERAL**

60 feet base paths.

A regulation game is **six innings** or **1 hour and 45 minutes**. No new inning starts after 90 minutes.

Two umpires will be needed. (Home plate and base)

A team will bat until **three outs** are recorded or **after batting a maximum of 10 players OR until scoring five runs**, whichever comes first. If a team has fewer than 10 players present, the maximum number of players that can bat in a half-inning will equal the number of players present. When the final batter comes to the plate in adherence with the maximum number of batter's rule, there will automatically be two outs. He is treated no differently from previous batters, as play will stop when an out is recorded or when time is called by the defensive team. Reminder: The offensive team must alert the umpire and opposing team when the last batter steps to the plate.

The manager must remove the pitcher when he has thrown **85 pitches**. If the pitcher reaches this limit while pitching to a batter, he may continue to pitch until the end of the at bat. Each team's scorekeeper is responsible for counting pitches for both teams. Both scorekeepers must provide the current pitch count for any pitcher when requested by either manager or any umpire.

When a pitcher has thrown his 85th pitch, the scorekeepers must alert the home plate umpire.

If the catcher drops the ball on the third strike (other than a foul ball), the batter is out, and no throw is necessary to first base from the catcher. Base runners can advance at their own risk.

Balks will not be called. If a balk occurs, the pitch shall be called a ball. If the ball is put in play on the illegal pitch that results in an out, the offensive team will be allowed to decline the play (Exception: if a run scores on the play before the out is recorded, the play stands). If the play is declined, all runners will return to previously occupied bases and the batter will return to the batting box. If the illegal pitch hits the batter, he or she shall be awarded first base without reference to the illegal pitch.

The infield fly rule will be in effect.

There will be no intentional walks.

A base is not considered occupied unless the base runner touches the base. Should a runner fail to touch a base, he will be called out once the ball becomes dead. As long as the ball is live, the base runner can attempt to return to the base he failed to touch.

A coach or manager is allowed one trip to the mound per inning per pitcher. A second trip to visit the same pitcher in the same inning requires a change of pitchers. An injury visit to the mound does not count as a visit, as that trip will be summoned by the umpire.

**OFFENSE**

Stealing bases is allowed. However, a base runner cannot lead off. Any base runner leaving the base before the ball reaches home plate is out (umpires' decision). The ball is ruled dead and all other runners return to the base occupied prior to the pitch.

Bunting is allowed.

Base runners can advance at their own risks on all overthrows.

The offensive team is allowed two coaches on the field, a first base coach and a third base coach.

**DEFENSE**

A defensive unit will consist of a catcher, pitcher, four infielders, and three outfielders.

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MINISTRY CONTRACT INFORMATION

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