

Martinez-Evans Little League

Coach Pitch (CPB) Local Rules

Revised 3/4/2021

(Current LL Baseball rules apply; however local rules take precedent for training purposes)

1. Only approved Little League bats, bearing the **USA** Bat marking, are allowed. No bats labeled Tee Ball may be used.

Penalties will be enforced when illegal bats are used. For 1st and 2nd violations, Little League rule 6.06(d) will apply. In addition,

for a 2nd violation during the season, the manager will be suspended for one game and suspended for the remainder of the season for a 3rd violation.

2. All players will play the field each inning with additional players being placed in the outfield. This rule will change for the postseason tournament. Reference "Positioning of Defense" Rules Below.

3. Batting order is continuous and includes all players in attendance at the game. Once the game has begun, the batting order must be maintained throughout the entirety of the game. Any player not present at the start of the game must be added to the bottom of the batting order.

Exception: if player becomes hurt or ill, his place in the batting order will be skipped without penalty of an out.

4. Any player who has failed to make sufficient practices as determined by the manager does not have to be played; but if he/she is not going to be playing, the manager must report the information to the Coaching Coordinator and/or the Player Agent and the parent (if present) prior to the start of the game. Please remember that the players do not drive themselves to practice, a child is dependent upon their parents to get them to practice and games on time. The "benching" of a player for disciplinary reasons is not allowed without prior approval of the Coaching Coordinator and/or Player Agent.

5. A teams coaching staff will only include (1) Manager, (2) assistant coaches and one bench coach in the dugout during a game. Additional coached may be used during practices. Batboys are not permitted.

6. All FIRST games will start at scheduled times. No inning shall start after 1 hour and 15 minutes of play. If an inning is in progress at 1 hour and 15 minutes of play, it shall be completed.

7. No games will start after 8:00 PM. If the start of a game will be delayed past 8:00 PM, it will be rescheduled as if it were a rainout.

8. Play/no play decisions are in the hands of the Board of Directors. A play/no play decision is never at the discretion of a manager or coach. A manager or coach withdrawing their team from a game prior to an official decision will result in automatic forfeiture. During tournament play the score will be recorded as final score of 1-0 in favor of the opposing team. This is not negotiable.

9. In the event that a game is postponed, MELL will reschedule the game.

10. First team listed on the schedule will be the Home Team and will occupy the first base dugout. The Home Team will be responsible for keeping the official game book at the point in the season where score is kept.

11. Both teams of the last game of the day are responsible for dragging the infield, raking the mound and home plate, picking up the bases and ensuring the lights are turned off on their field. Each team will be responsible for emptying all trash cans and picking up any/all trash associated with their side of the field including the stands and dugout area.

12. If any team loses a player due to illness, injury, change of address, or any other justified reason, the team Manager shall contact the League Coordinator to attain a replacement player, if available.

13. All games will start with two (2) new baseballs; one is to be provided by each team. Baseballs are labeled as Minors and below and available in the concession stand prior to the game.
14. On deck batters are not allowed; players are to remain in the dugout during the entire game.
15. Bats must remain in the dugout and out of the field of play. Painting the crown of batting helmets is not allowed.
18. Absolutely no one is allowed in the dugout or on the playing field except Board Members, Managers, Coaches, Umpires, and Players. No Exceptions!
19. The use of tobacco products is not allowed anywhere on league property. Managers and coaches need to be positive role models for the players and children in attendance at all league activities.
20. Any manager, coach or player ejected from a game by an umpire must serve a one (1) game suspension at the next scheduled game. The manager, coach or player serving the suspension will NOT be present at the baseball complex for the duration of the game the suspension is being served.
21. Unsportsmanlike conduct will not be tolerated. Managers, coaches, players, and spectators may be asked to leave the premises by any Board Member and/or umpire. Further, MELL Board of Directors has the authority to discipline, suspend or terminate the membership of any member of any division, including managers, coaches, players and spectators, when the conduct of such person is considered detrimental to MELL and/or Little League Baseball.
22. All batters and runners MUST wear a batting helmet while batting or running the bases. All catchers must wear helmets with a face guard, throat protector, chest protectors, shin guards, and a protective cup. ANY CATCHER IN ANY LEAGUE, NOT WEARING ALL REQUIRED GEAR, TO INCLUDE PROTECTIVE CUP, WILL NOT BE PERMITTED ON FIELD AND THIS WILL BE STRICTLY ENFORCED.
23. All players MUST be in complete MELL uniform to be able to participate in regulation games. Complete MELL uniforms consist of league issued shirts (with appropriate patch) and cap. Socks and baseball pants, although encouraged, are not required. Steel baseball cleats are NOT allowed. Hard rubber or plastic cleats may be worn.
24. A tournament will be held at the conclusion of the regular season. Plan to allow two (2) weeks for the completion of the tournament after the regular season.
25. Stopping of A Play -
 - a. Batted ball reaches outfield - base runners will not stop until the ball is thrown in and breaks the plain of the painted "infield/outfield" line. Runners may advance to the next base at risk of being tagged out, if over the halfway line to the next base, runner must return to previous base if not halfway.
2. Batted ground ball in infield
 - a. batted ball must get exit the batter's circle (dirt area) and reach the infield grass - otherwise it is considered a foul ball.
26. Positioning of Defense
 - a. Traditional infield positions must be filled first, then an "umbrella" outfield - a minimum of 20 feet behind the base paths.
 - b. The catcher position must be filled if a team has more than 8 players in attendance for the game
 - c. In the spirit of teaching baseball fundamentals, the defense player must make a natural baseball play while attempting to make an out.
 - d. No drastic "infield" shifts are permitted for any defensive position.

27. Hitting and temporary use of tee for start of season. An at bat will consist of any of the following:

- a. A batted ball in fair territory must enter the infield grass and exit the batting circle.
- b. 3 missed swings.
- c. A batter will receive up to 5 pitches. An at bat can continue after a 5th pitch if the ball is hit foul and until the batter either hits a fair ball or swings and misses for a 3rd strike.
- d. No walks or hit by pitch will be awarded.
- e. For the first half of the season, a tee may be used after a missed 3rd strike. The bat attempt will continue until the batter hits a fair ball.
- f. No bunting is allowed.
- g. If a batted ball hits the pitching coach it will be ruled a dead ball and the batter awarded 1st base. No other base runners may advance unless forced to the next base.
- h. After 21 days or 3 weeks of game play, the tee will no longer be used. At this point in the season score will be kept and used to determine seeding going into the tournament held at the end of the season. Scores are to be turned into the league coordinator who will keep up with the standings.

28. Rules for runners missing a base:

- a. A runner may return to a missed base under a live ball situation but will be at risk of being tagged out.
- b. If a runner misses a base, it will be considered a dead ball situation in order for the runner to return to the missed base.
- c. If a runner returns to a missed base during a live ball situation, any runner already on base will be allowed to advance.
- d. If a runner misses a base and time is called for the runner to be returned to the missed base, it will be considered returning under a dead ball situation. The dead ball situation occurs at the time the runner misses the base. Any base runner on the base directly ahead of the runner missing the base will be returned to the base ahead of the runner missing the base after they have been returned to the missed base.

Example 1: With a runner on 1st the batter hits a triple. The existing base runner/runners score but the batter misses 2nd base. The batter returns to 2nd base without play being stopped, the run/runs will be allowed to stand.

Example 2: With a runner on 1st the batter hits a triple. The existing base runner/runners score but the batter misses 2nd base. The batter does not return to 2nd base without stop of play. The base runner missing the base will be returned under a dead ball situation. The dead ball situation occurs at the time the runner missed the base. The runner directly in front of the batter missing the base will be returned to the base directly in front of the runner being returned under the dead ball situation.

Example 3: A runner misses a base with no base runners on base. The runner may return to the base on their own under a live ball situation. If the runner does not return on their own the runner must be placed back on the base that was missed.