



# Supplemental Rules

## Coach Pitch

Spring/Fall 2021

These supplemental rules are to be used in conjunction with the Little League Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule.

### Length of Games

1. Games shall last 6 innings or 1 hour 20 minutes, whichever comes first. No inning shall start after 1 hour 40 minutes. Drop dead time will be enforced at 1 hour 40 minutes. Innings started prior to the 1 hour 20 minute mark, shall be completed unless the drop dead time is reached. An inning officially starts at the completion of the previous inning.
2. A game that hits the drop dead time shall be rolled back to the score at the completion of the previous inning.
3. No inning shall start after 10pm

### General Rule Enforcements

4. Infield Fly Rule is **NOT** in effect.
5. Drop 3<sup>rd</sup> Strike is **NOT** in effect
6. Lead Offs and Balks are **NOT** in effect.
7. Stealing is **NOT** in effect.
8. Bunting is **NOT** permitted.
9. On Deck batters are **NOT** permitted.
10. When on offense, a courtesy runner is permitted for the catcher when there are two outs.
11. The pitcher position player must wear a helmet that includes a facemask.
12. Each batter will be allowed three (3) swings from the pitching coach. If after three (3) swings, the batter has not put the ball in play, he or she will be allowed 2 opportunities to hit the ball off a Tee. If after 2 swings the ball is not put in play, the batter will be recorded Out (K). This is true even if the 2<sup>nd</sup> swing off the Tee results in a foul ball.
13. Play is over when the defense has control of the ball and has stopped the advancement of the lead runner or the pitcher has control of the ball in the pitching circle (mound). The umpire will call time at that point.

### Run Rules and Limits

14. A 5-run limit shall be in place for all innings.



15. The 15-run rule after the 3<sup>rd</sup> inning and 10-run rule after the 4<sup>th</sup> inning shall be in effect. – **Rule 4.10(e)**

## Scoreboard & Scorebook

16. Home Team will supply a volunteer to keep the score book
17. Visiting Team will supply a volunteer to maintain the score board
18. Both volunteers must sit in the field's press box during the game

## Lineups and Rosters

19. Teams shall play 10 defensive players
20. A team may start a game with as few as 8 players. In the event a team plays with 8 players, they must take an automatic out each time the unoccupied 9<sup>th</sup> spot in the line-up is due up at bat.
21. Teams shall bat a continuous lineup rather than an active lineup.
22. There are two imaginary lines to either side of the pitching rubber (46' from the back of home plate) and immediately to the side of the mound. The pitcher must stand in one of these two positions while the ball is being pitched. If a batter is hitting from a Tee, the pitcher may move into a standard position on the pitching rubber.
23. The outfielders must stay behind the infield/outfield grass line until the ball is hit.
24. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**
25. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**

## Foul Balls

26. Foul balls are identical to conventional baseball, with two exceptions:
  - a. The ball is foul if it does not travel up on the grass portion of the infield.
  - b. The ball is foul if the majority of the bat hits the tee. This is an umpire judgement call.

## Throwing to First Base

27. An imaginary center line will exist from the back point of home plate to the center field fence that passes through the center of 2<sup>nd</sup> base. Balls batted to the left of that imaginary line require that the ball be thrown to 1<sup>st</sup> base to record an out. Balls hit to the right of the center line may either be thrown to 1<sup>st</sup> to record the out or the batter may be tagged on their way to 1<sup>st</sup> base to record the out.
28. There is no tag/throw rule for any other base.



## Suspended and Regulation Games

29. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
30. To be considered Regulation, a game must complete any **one** of the following:
  - a. 4 innings, or 3-1/2 innings if the home team is ahead
  - b. Current inning once the 1 hour 20 minute time limit is reached
  - c. Shortened by a run rule (see Run Rules and Limits)

## Metal Cleats

31. Metal spikes or cleats are **NOT** permitted in this division.

## Coaching/Volunteer Placement

32. Four (4) coaches/volunteers are permitted inside the gates of the field.
33. An adult volunteer must be stationed in the dugout at all times. A team on offensive may have, 1 pitching coach, 2 base coaches, and the 4<sup>th</sup> volunteer must stay in the dugout with the offensive team.
34. Defensive team coaches/volunteers are not permitted outside their team dugout unless granted time by an umpire to leave the dugout area.
35. The pitching coach will throw overhand from in front of the pitcher's mound. The pitching coach should be positioned no closer than 20' from home plate. The Coach may throw from a knee or a standing position.
36. The pitching coach must vacate the field of play when a batter is hitting off a Tee. To keep the game moving, the pitching coach may assist in quickly setting up the Tee for the batter.
37. The pitching coach must make every attempt to vacate the field of play immediately once the ball has been put in play. If the pitching coach intentionally interferes with a batted ball, the batter will be called out. If unintentional contact is made by the pitching coach, the ball is dead and all runner's advance one base if forced. This is an umpire's judgement call.

## Mandatory Play

38. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**
39. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**



40. Within the first 3 innings of each game, every defensive player must play 3 consecutive outs or 1 inning in an infield position. The catcher position is not considered an infield position for the purposes of this rule.

## Pick-Up Players

41. A team may request the use of up to 2 players from another team in order to reach their minimum roster requirement for a game.
42. The player(s) must come from a registered player in the same division
43. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
44. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
45. The use of pick-up players is suspended for any end of season tournament play.